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- BLAST CORPS!
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KONG KERRAZY!
DKC3 previewed!
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NOV #50

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NINTENDO 64

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UK N64 release details inside!

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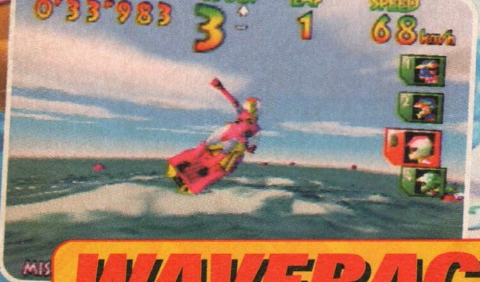
JETSKI
KAZE


TIME
0'33"983
RANK
3
LAP
1
SPEED
68km/h

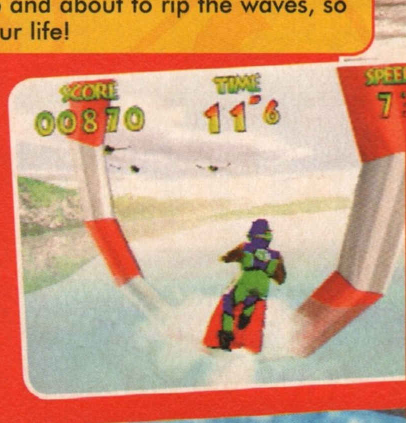
WAVERACE 64

PAGE 12

WE'RE RIDING ALONG ON THE CREST OF A WAVE!!

At last, it's here. After three anxious months, the first two-player game for the Nintendo 64 has finally arrived – and boy, does it rock! The jetskis are powered-up and about to rip the waves, so get to page 12 for the ride of your life!

TIME
9"486
RANK
1
LAP
3
SPEED
48km/h
1'19"486
MAX POWER
POWER


SCORE
00870
TIME
11"6

RARE'S 64-BIT SENSATIONS

PAGE 26

KILLER INSTINCT GOLD AND BLAST CORPS GET THE NMS TREATMENT!!

Those lovely boys from Rare gave us the pleasure of their company for the day, and we made sure we took advantage of the situation. Coming up, EXCLUSIVE looks at Killer Instinct Gold and Blast Corps! The action begins on page 26!

STREET FIGHTER ALPHA 2

THE BEST OF THE BEST JUST GOT BETTER!!

After a two-year absence, Street Fighter's set to return in the most action-packed beat-'em-up ever. With more fighters, moves and backgrounds, this game could be the Super NES title of the year. The opening bout commences on page 90.

CHUN-LI
CHUN-LI

PAGE 90

DONKEY KONG COUNTRY 3

PAGE 82

THE BANANAFEST RETURNS WITH DOUBLE THE TROUBLE!!

There's triple the excitement as Dixie returns with a new chum – Kiddy Kong. And a host of old friends are back to offer their assistance, as well as some surprises, as the twosome endeavour to find their banana buddies, Donkey and Diddy Kong.

SHADOWS OF THE EMPIRE

THE FORCE IS FLOWING – CAN YOU FEEL IT?!

For the first time, we're able to take you on the entire journey of Dash Rendar as he battles the Dark Side of the Force. Battle from the ice planet of Hoth to Mos Eisley and the desert of Tatooine, where you'll come face to face with Boba Fett!

PAGE 34

FIFA '97

PAGE 34

CAN YOU KICK IT? YES, YOU CAN!!

Fresh from our trip to Canada, we bring you the lowdown of the first football game to be produced for the N64. Yes folks, we visited EA's Canadian office, and found that FIFA 64 was well into development. Kick off is on page 34.

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PEOPLE SYST

I've got some bad news for all you fans of hairy Hodgson, our Deputy Editor. Yes, read it and weep, girls: he's left NMS – and Britain too! In fact, by the time you read this he'll be in the good ol' US of Stateside, working for a swanky American magazine publisher. Not bad, eh? Best of luck, Jr! Anyway, don't worry about the rest of us getting overworked 'cos we've found a replacement, and to make the change as painless as possible we made sure he was called David too! You can read all about him below. And more good news! This issue of NMS has a bumper crop of hot N64 news for you, including a 64-PLAY of the amazing WaveRace 64! Yoinks!

DAVE

DEPUTY DAVE'S IN THE HOUSE!

You may not have noticed, but if you take another look at the photo to the right you'll see there's a rather unusual looking geezer in the middle. Who is he, you may ask? Well, it's none other than David McComb, our new Dep Ed, that's who. Yes, I know what you're thinking – another Dave, but he came through the coffee-making tests with flying colours, so here he is. Davey has spent many years working on various magazines, and jumped at the chance to join the phenomena that is NMS – I can't think why. Anyway, judging from this phot he's already been to heaven – now welcome, Davey, to HELL.

RETROGAMER
The Magazine of Classic Videogames
STAR WARS
A long time ago on a console far, far away....
Plus...
ARCHER MACLEAN
PITFALL!

HAVE YOU ZINE IT?

Issue 5 of Keith Ainsworth's Retrogamer just missed our last deadline, but there's still plenty of time for all you fanzine freaks to get a copy. The latest instalment takes an in-depth look at how Star Wars has been developed from the arcades to the console. Keith also looks at the Pitfall series, Bubble Bobble and Spectrum classic Tornado Low Level. To get your hands on it, send £1.50 to: Keith Ainsworth, 52 Kingfield Road, Orrell Park, Liverpool L9 3AW.

RATINGS GUIDE

90-100	**ANY GAME SCORING ABOVE 90% IS IMMEDIATELY AWARDED THE NMS SEAL OF QUALITY. THESE GAMES ARE NMS RECOMMENDED AND ABSOLUTE MUST BUYS.** You're off on a three-week cruise aboard the QE2. No expense has been spared. There's as much food and drink as you can manage to cram down your greedy gullet in this once-in-a-lifetime chance to be treated like royalty.
80-89	Time to take a well deserved break aboard a cruiser. Not quite the luxury of the QE2, but you're still able to live the life of the rich and famous as you sail the Caribbean.
70-79	The ultimate thrill you can have on the water! Jump on a jet-ski and hit the waves. All the excitement of WaveRace 64, but in the flesh. Boy, what a rush!
60-69	Although the exhilaration of whizzing around on a speedboat is incredible, after you've had your turn at the wheel all you want to do is head back to the shore.
50-59	Okay, so it's not a speedboat, but a hovercraft is still the quickest way to get across the Channel. If only you didn't have to sit with the other passengers...
40-49	Oh drear! You're on a ferry heading to the Isle of Wight, and the only entertainment of any kind on offer is watching the spotty little kid next to you throw up.
30-39	**GAMES SCORING BELOW 40% ARE IMMEDIATELY AWARDED THE NMS KIPPER OF COMMISERATION, THE WIDELY-ACKNOWLEDGED BENCHMARK OF BADNESS!** When your mates suggested a day messing about on the water you hoped for a little more than a dinky canoe. As if it isn't hard enough paddling for hours, every time you hit a wave the blinkin' thing capsizes!
20-29	It's cold and wet, you want to get back to shore in a hurry, and all you've got is a tiny dinghy with two paddles. Why oh why did you ever go out in the first place?
0-19	The last resort: sit on top of an inflatable li-lo and paddle away. The problem is, every time it seems you're getting anyway, the waves pushes you back to where you started.

NINTENDO PEOPLE SYSTEM

With the whole team desperately waiting for WaveRace, Dave came up with a great idea of spending the recent August bank holiday on Brighton beach. But as you'd expect, things didn't quite go according to plan (do they ever?)...

DAVE "Sink or swim" UPCHURCH

Dave had problems every time he tried to leave the water. It just so happened members of Greenpeace were also spending a day on the beach, and every time he got within a few inches of the shore they immediately thought a large whale had become trapped and rolled him back into the sea. Dave returned several hours later, cold, miserable and extremely shrivelled.

DAVID "Sleepy head" McCOMB

One thing we learned early on was that new boy Davey was very laid back. Unfortunately, we didn't expect him to fall asleep and drift out to sea whilst floating on his li-lo. After a couple of hours of watching him burn and bob up and down on the water, we finally decided, this being his first issue, to rescue him.

PETE "Hot air" BARRELL

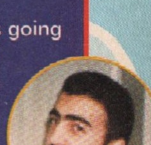
Pete also went for a dip, so he kitted himself out with every inflatable possible. You name it, Pete wore it – rubber ring, arm bands, even his blow-up green crocodile. Imagine Pete's horror when he floated over something sharp and burst all his aids. Pete was found two weeks later, washed up on the Isle of Wight.

SHAUN "Baywatch babe" WHITE

Shaun was hoping that with his flowing blonde locks, he'd be mistaken for a surf-dude and impress the ladies. Unfortunately, from the back, he's a dead ringer for Pamela Anderson, and so spent the day avoiding drooling men (though they ran a mile when they saw his hairy chest).

CHRIS "Stumped" HOBBS

Chris is hardly renowned for his muscular physique and struggled to attract even one member of the opposite sex. His final resort was to impress them with a game of beach cricket. What he didn't take into account was that his legs were the only things that resembled stumps, and he spent the rest of the afternoon with his head in the sand.

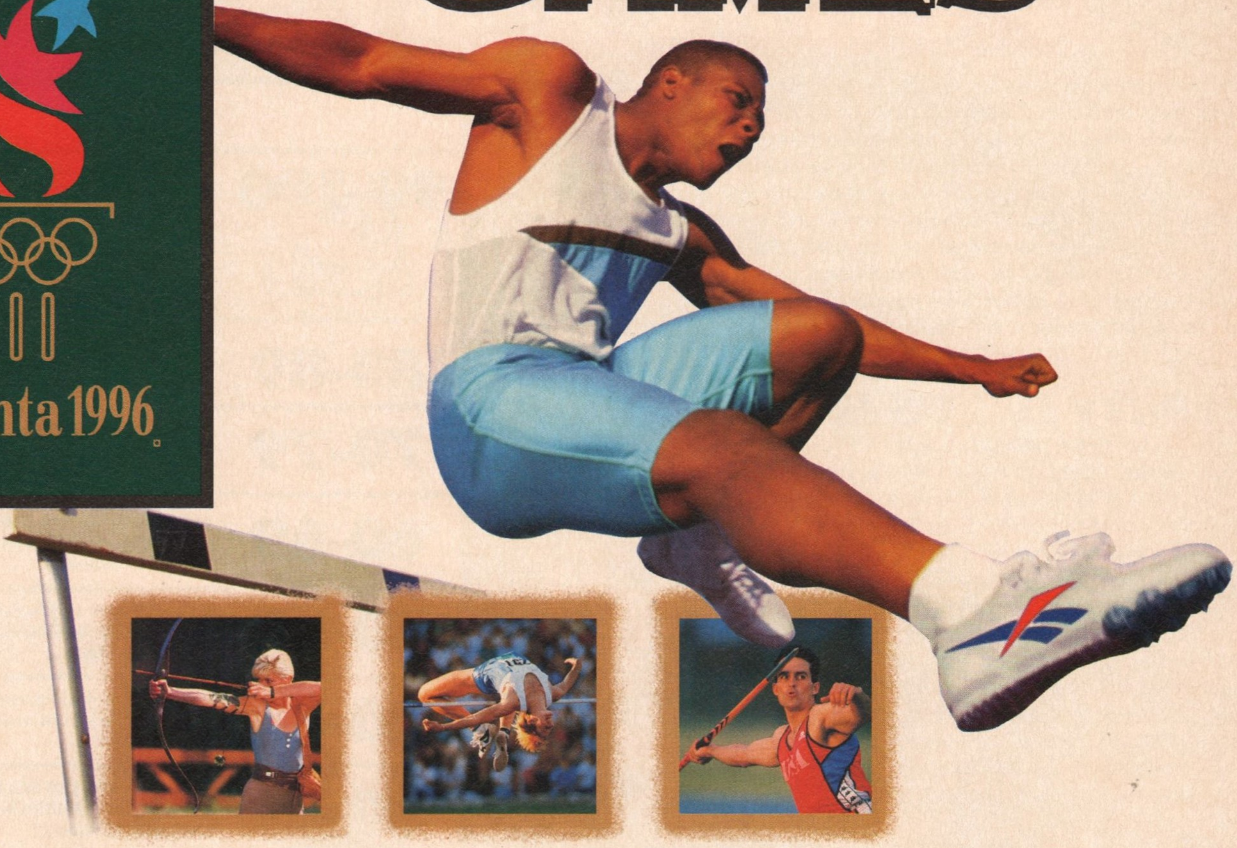


PHIL "In the sand" DAWSON

Taking Phil with us was always going to be a recipe for disaster, but there was no way he was going to ruin our day out. We were already worried that his mere presence would affect the weather, so there was no alternative but to bury him in the sand. Phil has left his mark, though; apparently the tide hasn't come in since he left.

OLYMPIC SUMMER GAMES

Atlanta 1996



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NEWS NETWORK

OFFICIAL UK RELEASE DATE ANNOUNCED!

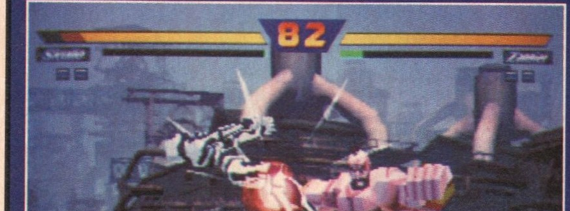
Grab your 1997 diaries and make sure you plan nothing for the month of March. Yes puntlets, the release date for the N64 has been confirmed as March 1st 1997. There will be four games released to coincide with the launch retailing between £49.99 and £59.99. We anticipate these will be Mario 64, Pilotwings 64, Shadows Of The Empire and Waverace 64. THE Games, the UK distributor, have also promised another four games during the first month of release. The N64 will retail at £249, but as yet we're unsure whether there will be a bundled pack featuring Mario 64. Meanwhile America got its N64s on September 30th, where there were scenes similar to those in Japan on June 23rd. Once again, gamers queued for hours with many shops opening early to accommodate the hoards that waited outside. One surprising element was that Mario 64 and Pilotwings 64 were the only games to be released, although Cruis'n USA and Mortal Kombat 64 are expected in the first month.

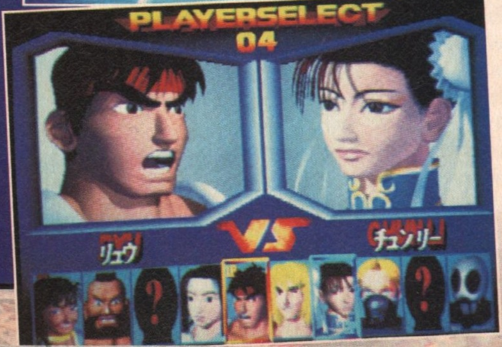
TIME
RANK
LAP
SPEED
1'51"469
1
3
61 km/h
MISS
POWER
NINTENDO64

(ABOVE) Come next March, this little beauty could be nestling under the TV in your bedroom!

THE SECRET GAIDEN!

Street Fighter is set to return with a new 3D look to rival Tekken 2 and Virtual Fighter 3. Street Fighter Gaiden is being developed by Akira Nishitani, a former employee of Capcom, and will replace sprite characters with polygon-based 3D fighters. As well as SF faves likes Ryu, Chun-Li and Zangief, there are three new characters – Skullomania, Pullem Prina and Doctrine Dark. Will it be converted for the N64? Capcom aren't saying – but suffice to say, no other console could handle it. Look out for an interview with the developers next month!





(ABOVE) Look at that! All your favourite Street Fighters – but now they're rendered in 3D! But the big Q is: will it be converted onto the Nintendo 64...?

NAMCO GO 64-BIT!

Finally, arcade giants Namco have confirmed they are developing for the N64. As yet, they haven't revealed the titles they are working on, but our Japanese correspondent has informed us that the projects are a sports game and an RPG. What we do know is that the games will be developed to suit the target market for the N64. Namco hope to produce games which look and play totally different to the Playstation, as it's believed that the N64 target audience is younger and the games should be developed with this in mind. The only bad news is that nothing is due out in the near future. If all goes to plan, we should see the sports game in May '97, with the RPG following soon after.

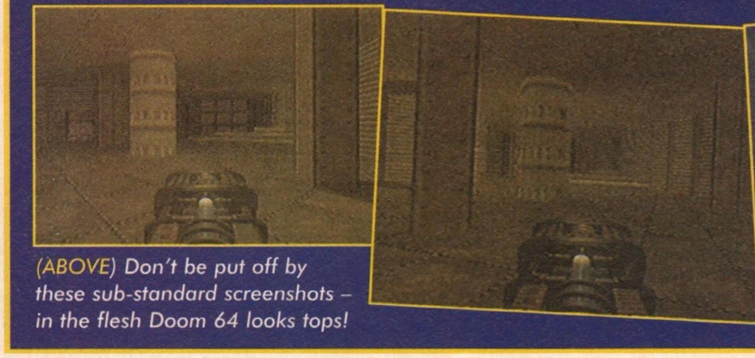
PlayStation
KONAMI
IN THE ZONE
OVERKILL

THE SHOW MUST GO ON!

The Electronics Computer Trade Show (ECTS) took place at London's Olympia from 8th-10th September. Although there was very little from Nintendo, we were fortunate enough to be able to see a couple of N64 products. In fact, one pretty much stole the show...

DOOM 64

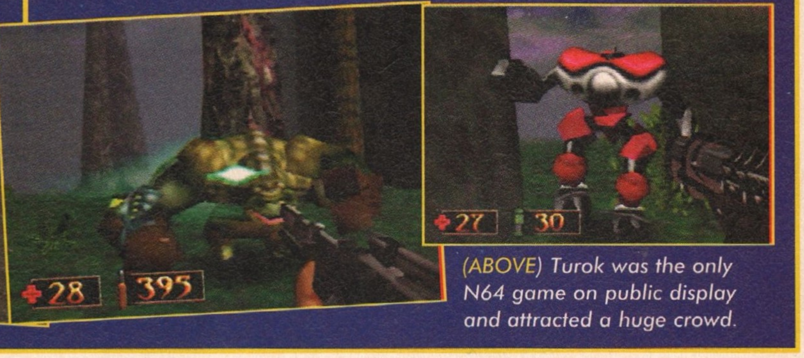
Doom 64 was only shown to a few select ECTS visitors, including NMS (of course). Although only a non-interactive rolling demo the game looked superb, really fast and amazingly smooth, and the lighting effects were stunning, putting all other versions to shame. Don't be put off by these grainy old screenshots – they just don't do it justice. Although there were no roaming monsters on view, there was a 'gallery' room which showcased all the nasties in the game, including three Deathmatch characters – is it possible there will be a multiplayer split-screen option? All will be revealed in our full preview coming soon.



(ABOVE) Don't be put off by these sub-standard screenshots – in the flesh Doom 64 looks tops!

TUROK: DINOSAUR HUNTER

The highlight of the ECTS was the Acclaim stand which had playable versions of Turok: Dinosaur Hunter on show. Now I know we've gone on about this game for months, but it's shaping up to be something really special. In fact, we didn't come across one person in the industry who had a bad word to say about it. Hopefully, we'll bring you a full 64-Play before the end of the year.



(ABOVE) Turok was the only N64 game on public display and attracted a huge crowd.

COME AND JOIN US!

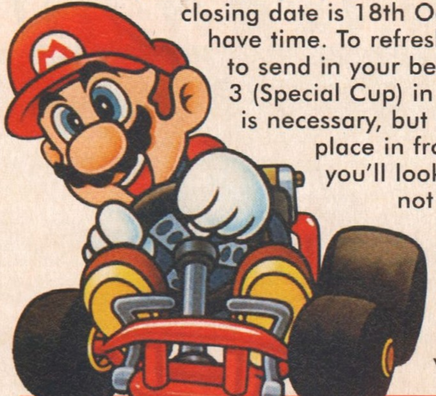
Following on from Iron Man/X-O Manowar, the second title to merge two of the top games characters is currently being developed by Capcom. X-Men Vs Street Fighter will feature a host of, if not all, the fighters from Children Of The Atom and Street Fighter Alpha 2, as well as a host of surprises. It will be possible to select characters from either game and have them battle behind a separate fighter's backdrop. Very little more is known at present, but we've been informed that there will be four battle modes, and the SF characters moves have been enhanced to match those from X-Men.

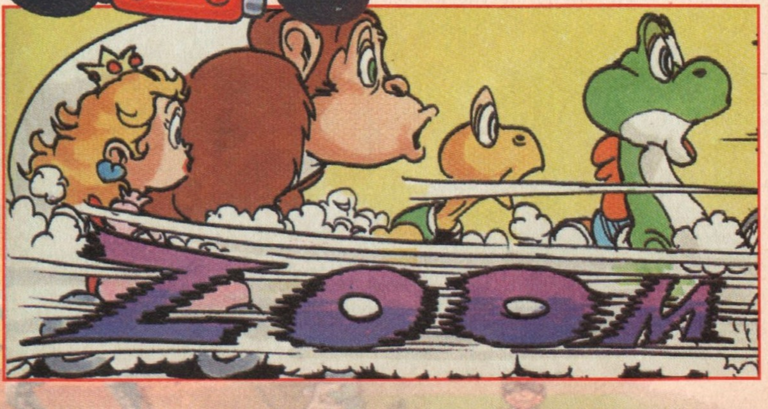
A WALK THROUGH TIME!

Game freaks will soon have the opportunity to take a walk through the history of video games when a new exhibition opens in London during November. Re-Play: The Greatest Gamer Exhibition opens on the 29th November at the Museum of the Moving Image on the South Bank, Waterloo, and runs through to 15th May 1997. The exhibition will show how the video games industry has evolved over the years, and will have many playable arcade games from Space Invaders to Killer Instinct. Re-Play also explores various theories, such as are video games dangerous, do they turn kids into gaming addicts or are they just fast fun.

TWIX CHALLENGE UPDATE!

We've had an excellent response to the TWIX® Challenge. But if you haven't got your entries in yet, don't despair – the closing date is 18th October, so you should still have time. To refresh your memories, you have to send in your best Lap Time on Donut Plains 3 (Special Cup) in Super Mario Kart. No proof is necessary, but remember the final takes place in front of hundreds of people so you'll look a complete pillock if you're not up to the grade. You must be under 18 to enter, and any player under 16 must be accompanied by an adult if selected for the final. Don't forget to enclose two TWIX® wrappers with the entry form!



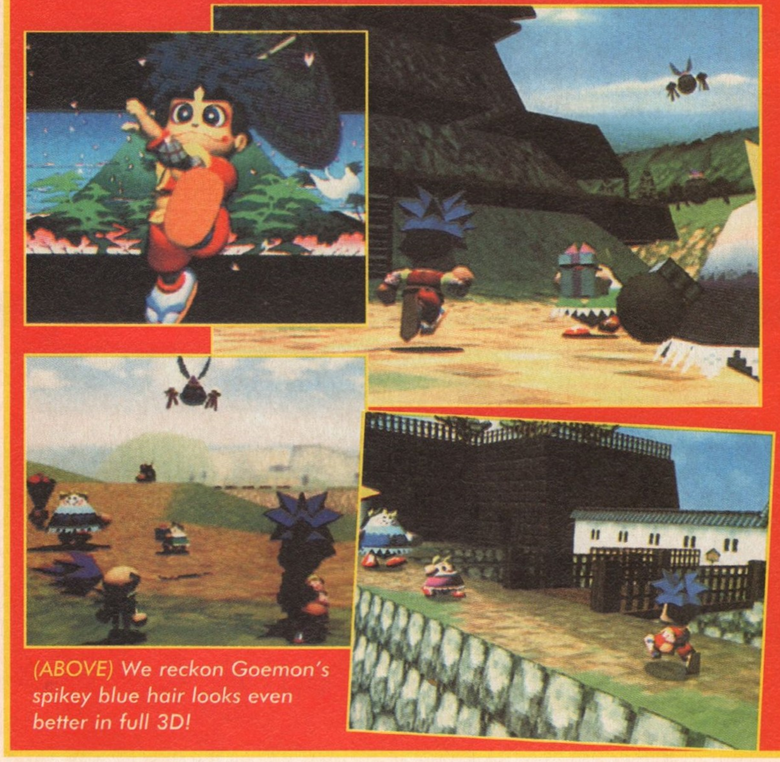


KONAMI BACK WITH A BANG!

At the recent Tokyo Game Show, Konami displayed their efforts for the N64 with previews of three upcoming titles for the N64.

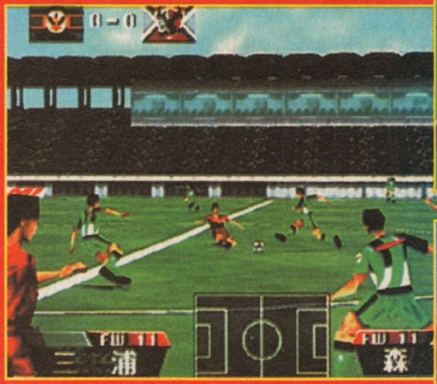
GANBARE GOEMON 5!

The final N64 title from Konami is the Japanese favourite Goemon. The game is currently in the early stages (no more than 30% complete), so the story is still unclear, but we expect the adventure to take Goemon and his friends through ancient Japan. Unlike most 3D games in this vein, there will be a two-player simultaneous option. Once again, there are a host of viewpoints, although the computer automatically selects what it feels is best. The game will also be played via the 3D Stick, allowing Goemon and friends to swim across rivers, climb ropes and ladders, and hang from trees and rooftops.


(ABOVE) We reckon Goemon's spikey blue hair looks even better in full 3D!

J-LEAGUE PERFECT STRIKER

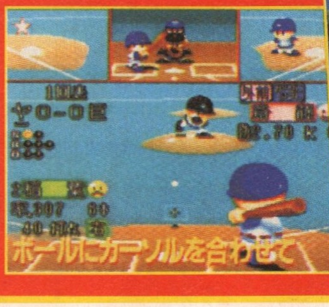
After the worldwide success of International Superstar Soccer Deluxe, Konami will be hoping to go one better when they launch J-League Perfect Striker. As you can see from these screenshots, comparisons can be drawn from ISSD, with the player select screen being almost identical. Perfect Striker features all the teams and players from the 1996 J-League season, and the teams are rated in accordance to their success. We hope to bring you more on J-League before the end of the year.

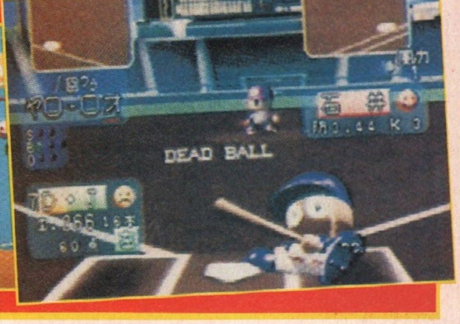


(ABOVE) ISS64 (or J-League Perfect Striker, as it's known in Japan) is shaping up well.

POWERFUL PRO BASEBALL 4

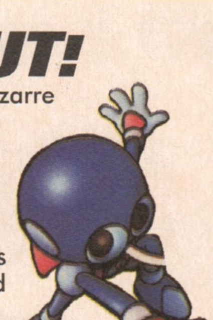
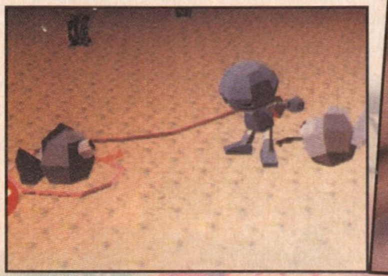
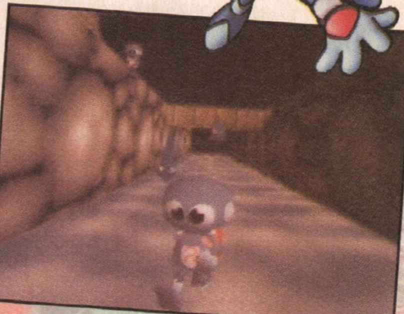
Although never released in the UK, the Pro Baseball Super NES games were a huge success in Japan, so it's no surprise that an N64 version is in development. Not only were these games very playable, but the speech and atmosphere generated have yet to be surpassed by any other baseball title. Judging from these shots, the developers have tried to create the same look, and although it's unclear if this will receive a UK release, baseball fans are advised to give it a bash if they ever get the chance.





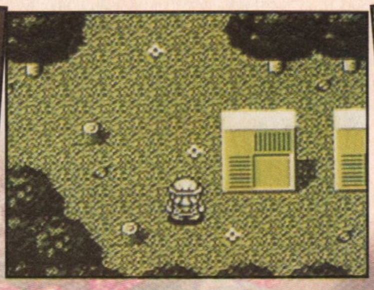
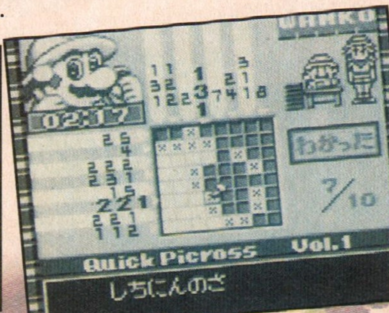
TWIST AND SHOUT!

The latest N64 title to come to our attention is a bizarre little number called Chameleon Twist. This game is still in its early stages and the story line is not yet known. Judging by these screenshots, it's should have a comical edge – just look at those insect-like characters with their big eyes and mouths. They also appear to be able to use their tongues as weapons to remove baddies. We'll keep you posted with any further developments.

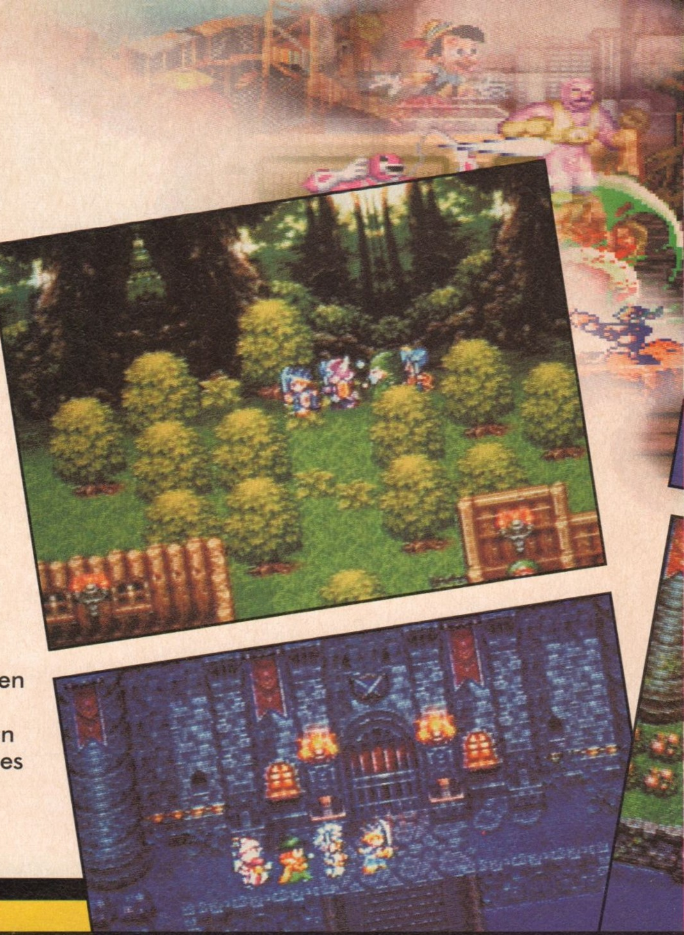




HAMMER TIME!

Time to get your hammer and chisel out again, 'cos Mario's Picross 2 is on it's way. The game will be released in Japan on 19th October and, although no UK date has been set, it's hoped that after the success of its predecessor it'll also appear in the UK. For those unfamiliar with Picross, the object of the game is to make a picture by chiselling blocks from a grid which can vary in size from 5x5 to 15x15. The numbers by the side of each line determine how many blocks need to be removed to uncover the picture. We should have a full preview soon.

When it comes to creating excellent RPGs, there are few companies with a greater reputation than ENIX – indeed, the six-part Dragon Quest saga is arguably the most successful series of RPGs ever. And that reputation looks set to grow with the imminent release of two new titles, Super NES Dragon Quest III and Wonder Project J2 for the Nintendo 64. Our man in Japan, Warren Harrod, talked to ENIX to bring you this exclusive report...

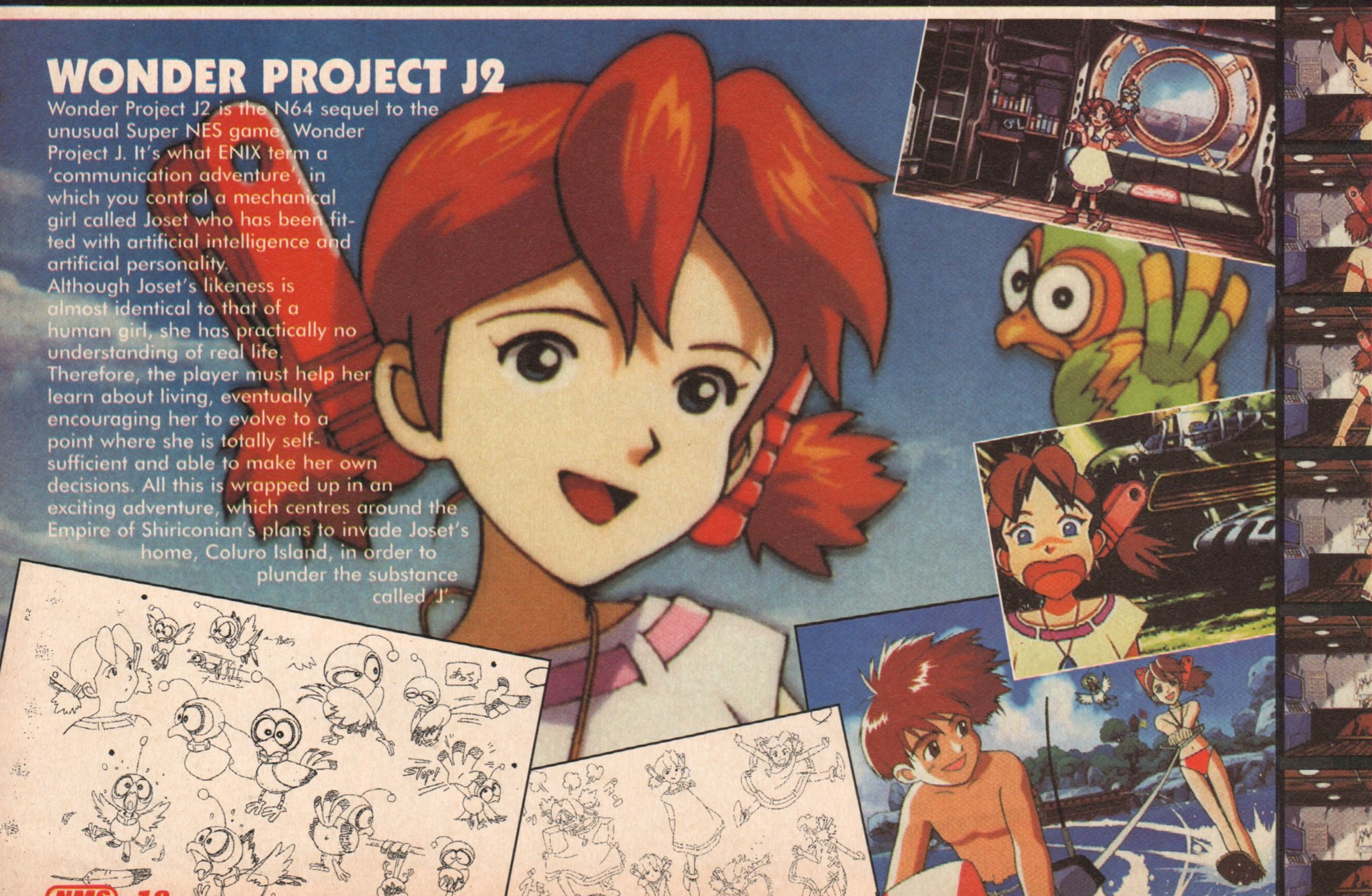


DRAGON QUEST III

Originally released on the NES way back in 1988, Dragon Quest III formed the final instalment in the first Dragon Quest Legend. The saga then transferred to the Super NES, but Enix continued to get calls from NES-less DQ fans asking for a 16-bit conversion of DQIII. Now, in response to those voices, ENIX has decided to release Super NES Dragon Quest III, but so that everyone can enjoy it anew it's been substantially revised and enhanced.

Although the basic plotline has not been changed, new towns and quests have been added so that you can experience things not in the original DQIII. In addition, battles are now fought out on beautiful graphic backgrounds, so that the full depth of the world can be appreciated. Also, the giving and taking of items now employs the newest method which is the easier-to-use DQIV method.

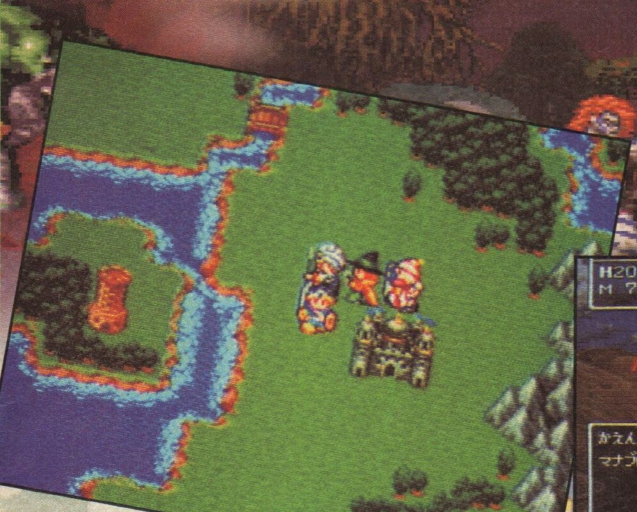
GET READY FO

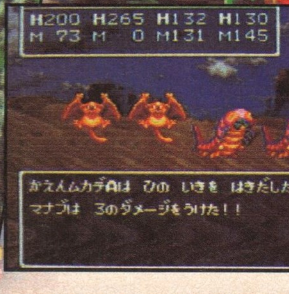


WONDER PROJECT J2

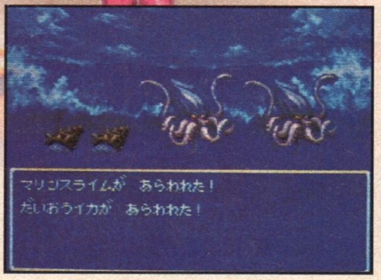
Wonder Project J2 is the N64 sequel to the unusual Super NES game, Wonder Project J. It's what ENIX term a 'communication adventure', in which you control a mechanical girl called Joset who has been fitted with artificial intelligence and artificial personality.

Although Joset's likeness is almost identical to that of a human girl, she has practically no understanding of real life. Therefore, the player must help her learn about living, eventually encouraging her to evolve to a point where she is totally self-sufficient and able to make her own decisions. All this is wrapped up in an exciting adventure, which centres around the Empire of Shiriconian's plans to invade Joset's home, Coluro Island, in order to plunder the substance called 'J'.

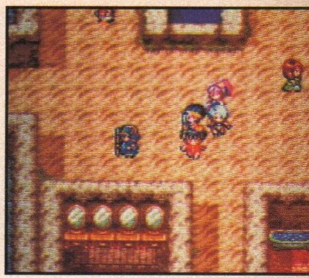


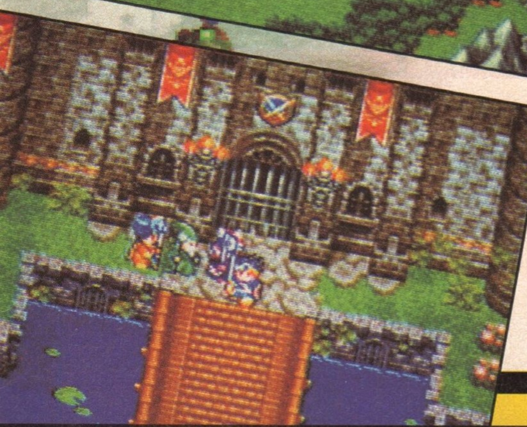


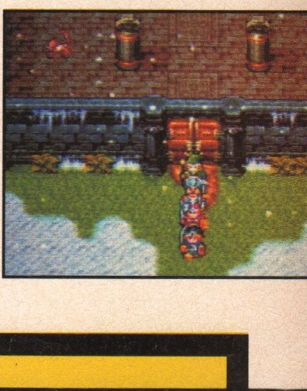
かえんムカデAは ひの いきを はきだした！
マナブは 3のダメージをうけた！！



マリンスライムが あらわれた！
だいおうイカが あらわれた！





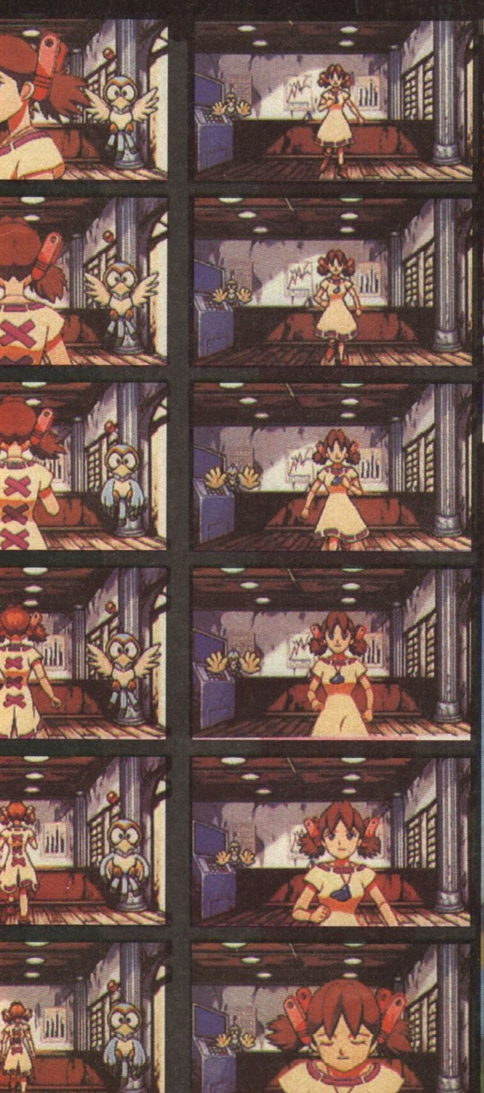


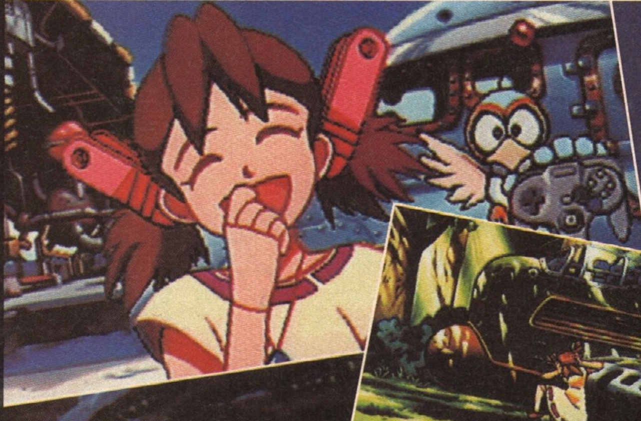
STATS AMAZING!

The hero and his party now have a new 'Personality' stat, ranging from 'Sad' to 'Hot-Blooded', which makes every player's game unique. The hero's personality is decided by his actions in Super NES DQIII's new opening scene, while for the party members it's decided when they appear at the adventurer's registration office.

All of ENIX's production staff (including, of course, those who have been working on the DQ series) are working away frantically so that everyone can play Super NES DQIII as soon as possible. Also, ENIX are making every effort to ensure that Super NES DQIII offers the kind of excitement that everyone expects from the series. With luck, we'll bring you more soon!

R ADVENTURE!





CURIOUSER AND CURIOUSER...

Little Joset is extremely curious, and during the course of the adventure she'll probably throw various tricky questions at you. Luckily you can communicate your response to her queries via the parrot-like Robo-Bird Interface.

In the original Super NES Wonder Project J, the communication with Pino (the main character) consisted of repeated training, with the player one-sidedly giving commands. However, in Wonder Project J2 on the N64 Joset can talk back to the player and ask questions or make suggestions. And in response to the replies, Joset can change her proposal/question or draw a conclusion.

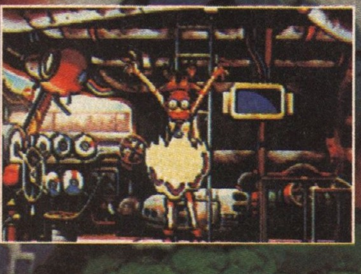
The character's built-in Artificial Intelligence and Personality (AIP) makes the most of the N64's advanced specs with high-speed 'thinking' routines. Thanks to these ingenious routines she can decide upon an action in an instant, behaving just like a real person – the player will feel as if there's an animated person on the screen!

WISE WORDS!

From what you teach Joset about various matters and her experiences with her surroundings, she'll rapidly learn how to make her own deductions and sometimes she'll throw new questions at you (courtesy of those advanced AIP routines). At this point you must take great care with your replies – if you answer oddly or inappropriately, Joset will begin to lose trust in you!

Teaching Joset how to use items is also an important factor in your success. However, Joset's efficiency is far superior to Pino's in the first Wonder Project J, so you won't have to keep teaching her the same thing over and over again; if you teach her how to use something once she'll remember it. And for a single object she can remember any number of related actions.

As you can tell, Wonder Project J2 on the N64 promises to be a bold and entertaining departure from 'traditional' adventures. Look out for more on it in the near future!



WAVE RACE 64
Kawasaki JETSKI
© 1996 Nintendo

CART SPEC

- **BY:** NINTENDO
- **PRICE:** 9,800 Yen
- **RELEASE:** OUT NOW (JAPAN)
- **GAME TYPE:** RACING GAME
- **CART SIZE:** 64 MEG

GAME FEATURES

- **NO. OF PLAYERS:** 1-2
- **HEAD TO HEAD:** Yes!
- **BATTERY BACKUP:** Yes, again!
- **CONTINUES:** Yes
- **OPTIONS:** Stacks!

GAME INFO

- **GAME ORIGIN:** Nintendo astonish everyone once again with a brilliantly novel twist on the racing genre.
- **GAME DIFFICULTY:** Easy enough at first, but gruelling later on!
- **SCORE TO BEAT:** Come first in the easiest racing class.

GAME CONTROL

- **CONTROLLER:** 3D Stick
- **RESPONSIVENESS:** Amazing!

A Accelerate

B Decelerate

Z Accelerate

△ Zoom in
◁ Not used
▷ Not used
▽ Zoom out

L/R L: Not used
R: Not used

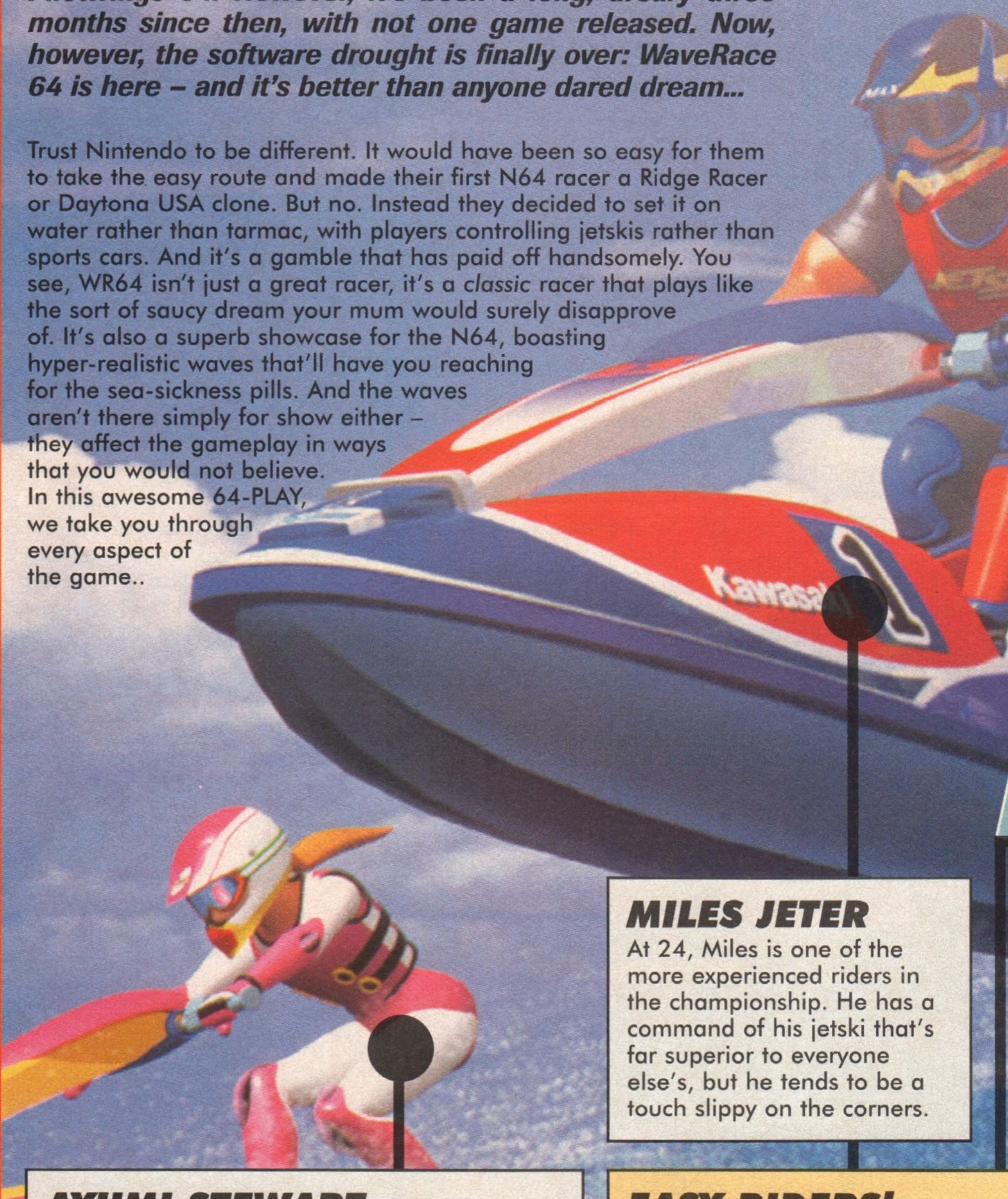
S Pause

GAME CREDITS

- **DEVELOPED BY:** NINTENDO
- **DISTRIBUTED BY:** NINTENDO
- **MADE IN:** JAPAN
- **ARTWORK:** © NINTENDO

The summer started so well for Nintendo. The Japanese launch of the N64 could not have gone better, courtesy of the ground-breaking excellence of Super Mario 64 and Pilotwings 64. However, it's been a long, dreary three months since then, with not one game released. Now, however, the software drought is finally over: WaveRace 64 is here – and it's better than anyone dared dream...

Trust Nintendo to be different. It would have been so easy for them to take the easy route and made their first N64 racer a Ridge Racer or Daytona USA clone. But no. Instead they decided to set it on water rather than tarmac, with players controlling jetskis rather than sports cars. And it's a gamble that has paid off handsomely. You see, WR64 isn't just a great racer, it's a *classic* racer that plays like the sort of saucy dream your mum would surely disapprove of. It's also a superb showcase for the N64, boasting hyper-realistic waves that'll have you reaching for the sea-sickness pills. And the waves aren't there simply for show either – they affect the gameplay in ways that you would not believe. In this awesome 64-PLAY, we take you through every aspect of the game..



TIME
1'51"469
0'43"018 L1
0'34"902 L2
0'33"549 L3

TIME
1'19"486

MILES JETER

At 24, Miles is one of the more experienced riders in the championship. He has a command of his jetski that's far superior to everyone else's, but he tends to be a touch slippy on the corners.

AYUMI STEWART

This plucky 21-year-old is WaveRace 64's only female competitor. Her slight frame affords her amazing acceleration, but in a nasty crunch with a rival jetskier she's typically the one who ends up in the briny.

EASY RIDERS!

Before you can go out on the water, you have to choose a rider to be your on-screen counterpart. Each of the four jetskiers has their own unique skills and failings, and picking the one who best suits your playing style is essential to success.

SURF'S UP, DUDES – CATCH T

WANNA GET WET?

The idea behind WaveRace 64 is simpler than a one-piece jigsaw: firmly grasp the handlebars of an expensive and worryingly-fast jetski and then race it against three skilled competitors in an attempt to become champion of the known universe. However, there are several complications, the biggest one being that you're not racing over some calm paddling pool but vast stretches of ocean, where you'll have to fight against the waves as much as the other jetskiers if you're to win!

MODE TO MEASURE!

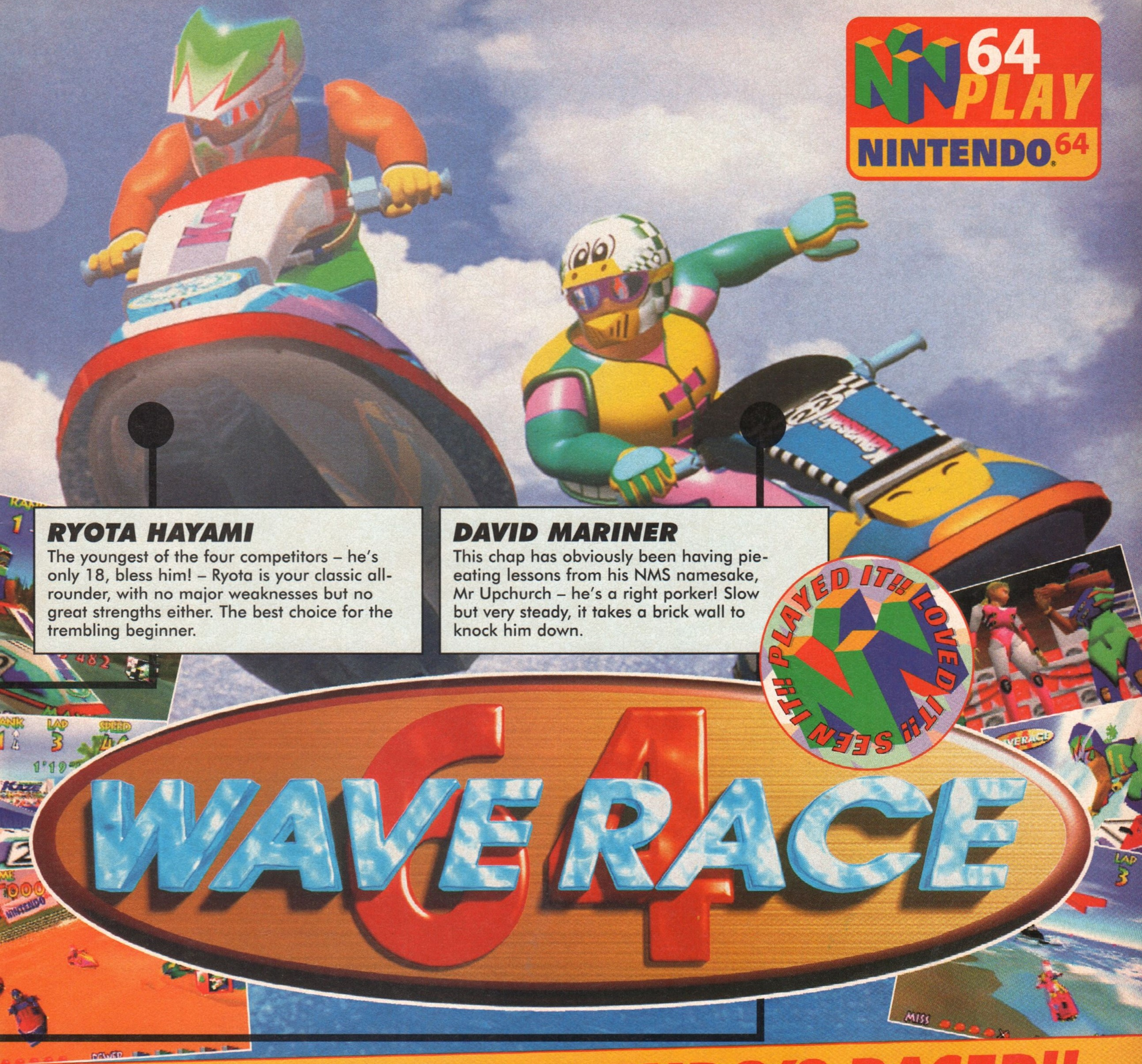
WaveRace 64 offers the player four distinct gameplay modes. And, er, here's where we tell you all about 'em:

CHAMPIONSHIP

This is yer basic one-player mode, in which you pick a rider and then compete against the rest. There are three individual championships of increasing difficulty to tackle.

TIME ATTACK

Another one-player mode, this allows you to race alone over any of the game's eight courses in an attempt to rack up the best time possible. Good for practicing too.



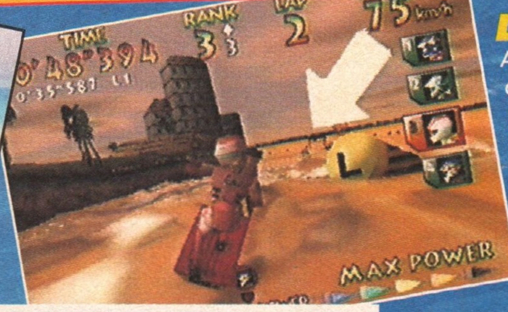
RYOTA HAYAMI
The youngest of the four competitors – he's only 18, bless him! – Ryota is your classic all-rounder, with no major weaknesses but no great strengths either. The best choice for the trembling beginner.

DAVID MARINER
This chap has obviously been having pie-eating lessons from his NMS namesake, Mr Upchurch – he's a right porker! Slow but very steady, it takes a brick wall to knock him down.

PLAYED IT!! LOVED IT!! SEEN IT!!

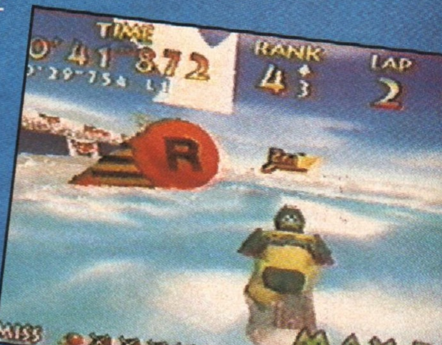
WAVE RACE 64

HE WAVE WITH NINTENDO'S RACER!!



DAT'S MY BUOY!

As you race around each course you'll notice bright red and yellow buoys bobbing up and down in the water. Marked with either an 'L' or an 'R' these define the course's layout, as you have to steer to the left of the 'L' buoys and to the right of the... well, you can guess. Each buoy correctly navigated powers-up your jetski's engine, raising your top speed. However, miss just one and your speed will drop back down to its minimum setting again. And worse, miss five and you'll be forced to retire from the race!



SCORE ATTACK

More one-player antics. This mode is great fun and has you racing around the courses, performing stunts and steering through chequered hoops, in order to earn points.

VERSUS MODE

Ah yes, the split-screen two-player mode. Once you've exhausted all the one-player modes, this is the reason you'll return to this cart. And return you will, again and again...

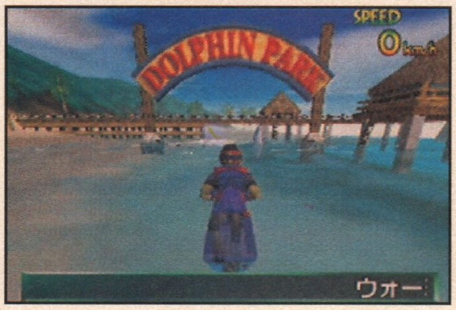
AN EIGHT COURSE FEAST!

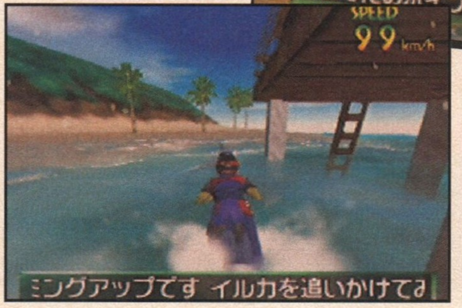
At first only six courses can be accessed by the player. However, on completing the easiest championship a seventh becomes available, with the eighth opening after the final championship is won. Each course is totally unique, both graphically and in terms of the challenge it presents to the player. And depending on the championship difficulty level, there are trickier layouts to navigate and extra hazards to avoid, such as packing crates floating in the water!

ドルフィン パーク
コース レ
ベストタイ
ベストラッ
クリアに必要なポイント
あなたのポイント 0

COURSE 0: *DOLPHIN PARK*

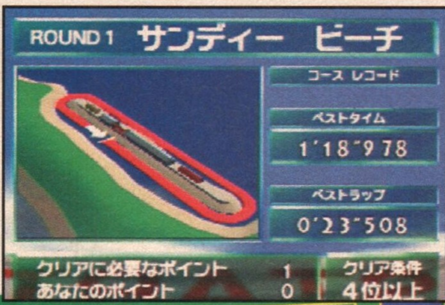
This is more of a practice area than a true course, liberally sprinkled with ramps and varying sea conditions. You never actually race around here during any of the championships, although there is a Score Attack set here. Oh, and look out for those dolphins!

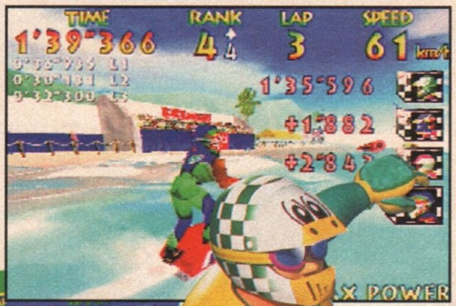

SPEED
0 km/h
DOLPHIN PARK
ウォー:


SPEED
99 km/h
ミングアップです イルカを追いかけてみ

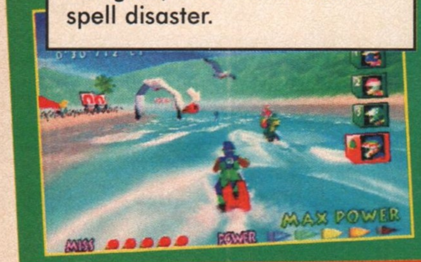
COURSE 1: *SANDY BEACH*

The simplest of the courses, this is basically two long straights connected by hairpin bends at the end. Even so, you shouldn't get too complacent – with everyone riding at full pelt and some complicated buoy layouts to navigate, one mistake can spell disaster.


ROUND 1 サンディー ビーチ
コース レコード
ベストタイム
1'18"978
ベストラップ
0'23"508
クリアに必要なポイント 1
あなたのポイント 0
クリア条件
4位以上

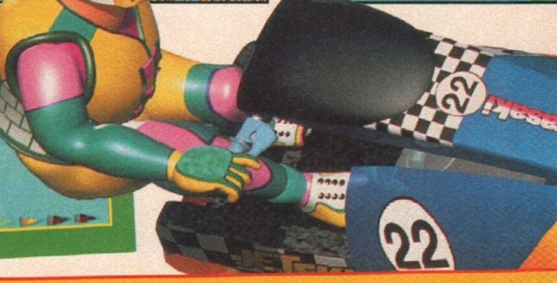

TIME RANK LAP SPEED
1'39"366 4 3 61 km/h
1'35"596
+1"882
+2"84
MAX POWER

TIME RANK
0'00"000 4


MAX POWER
MISS POWER

TIME RANK LAP SPEED
0'51"750 2 2 72 km/h
MAX POWER
MISS POWER

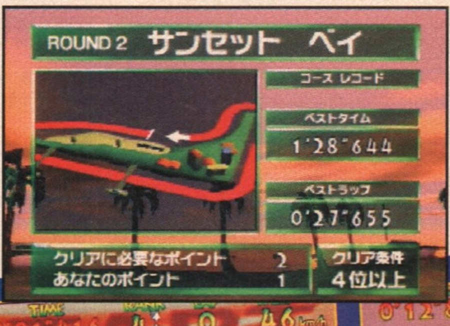
0'12"572 1 1
MISS POWER

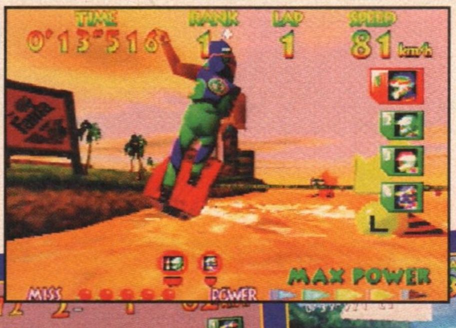


YOU'LL NEED MORE THAN HO

COURSE 2: *SUNSET BAY*

Again, a relatively straightforward course which is made much more complicated than it would otherwise be by the highly unsettled waters. Also, the low setting sun can cause temporary blindness, making it difficult see the obstacles lying ahead.


ROUND 2 サンセット ベイ
コース レコード
ベストタイム
1'28"644
ベストラップ
0'27"655
クリアに必要なポイント 2
あなたのポイント 1
クリア条件
4位以上

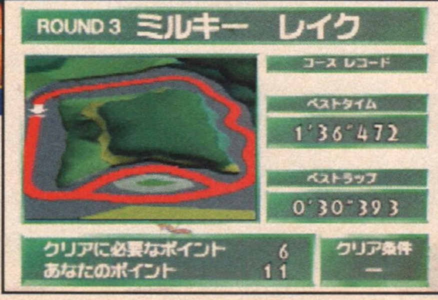

TIME RANK LAP SPEED
0'13"516 1 1 81 km/h
MAX POWER
MISS POWER

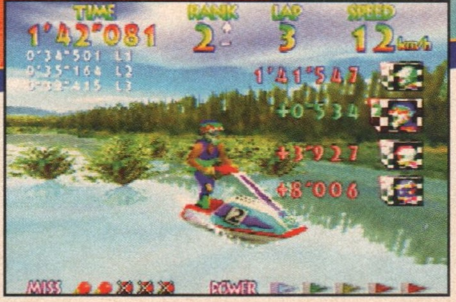
TIME RANK
0'12"049 4
MISS POWER

0'01"416 4 0 46 km/h

COURSE 3: *MILKY LAKE*

A thick fog hangs over this pretty, very calm course, so the corners and buoys have a tendency to leap out of nowhere at you. There's also a nasty forest of wooden stumps poking out of the water near the finish line – one collision with them can make a loser out of winner.

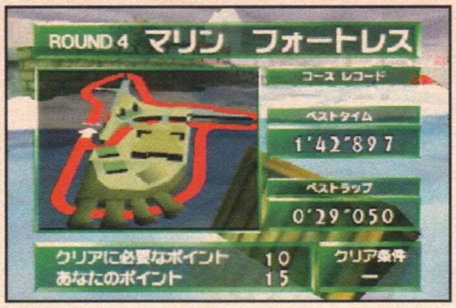

ROUND 3 ミルキー レイク
コース レコード
ベストタイム
1'36"472
ベストラップ
0'30"393
クリアに必要なポイント 6
あなたのポイント 11
クリア条件
—


TIME RANK LAP SPEED
1'42"081 2 3 12 km/h
1'41"547
+0"534
+3"927
+8"006
MISS POWER

TIME RANK
1'45"752 3
MISS POWER

COURSE 4: MARINE FORTRESS

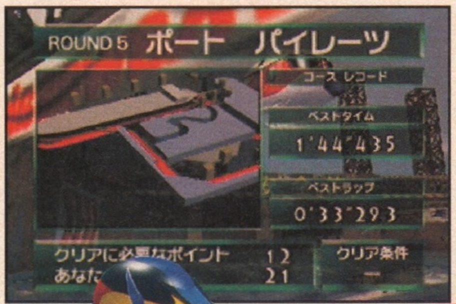
The lashing waters around this grey isle make for very exciting racing. In fact, if you get your timing right it's possible to use the leaping waves to jump over sea walls. Also, look out for the helicopter hovering near the starting post – it's very impressive.


ROUND 4 マリン フォートレス
コース レコード
ベストタイム 1'42"897
ベストラップ 0'29"050
クリアに必要なポイント 10
あなたのポイント 15
クリア条件 —

TIME 0'58"883
RANK 4
LAP 2
TIME 1'52"112
RANK 4
LAP 3
SPEED 57 km/h
MAX POWER

COURSE 5: PORT PIRATE

This course, which takes you around a docked supertanker and through the nearby port, branches mid-way through, offering you a choice of two paths – but do you take the longer, easier route or the narrow, winding shortcut? Hey, just what are you – a man or a mouse?


ROUND 5 ポート パイレーツ
コース レコード
ベストタイム 1'44"435
ベストラップ 0'33"293
クリアに必要なポイント 12
あなた 21
クリア条件

COURSE 6: NEON CITY

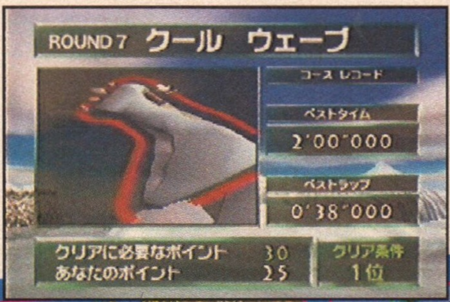
It's easy to get lost in this winding course as the lights reflecting off the inky water can be confusing. There are also jumps over walls – don't mess up your approach or you'll never regain the time you lose.

TIME 1'37"272
RANK 4
LAP 3
SPEED 66 km/h
MAX POWER
TIME 0'13"150
TIME 0'50"927
RANK 4
JET SKI
1
Kawasaki
ROUND 6 キャッスル シティ
コース レコード
ベストタイム 1'55"000
ベストラップ 0'36"000
クリアに必要なポイント 21
あなたのポイント 15
クリア条件 1位

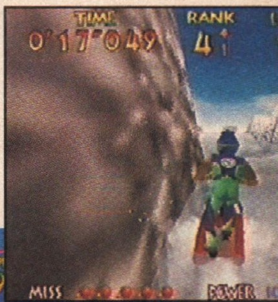
ORSES FOR THESE COURSES!!

COURSE 7: COOL WAVE

This is the most mysterious (and some say toughest) course of them all – it's only revealed once you complete the hardest championship. Set in the obligatory ice world, it features plenty of icebergs to skid over and choppy waters to speed through. N-ice!


ROUND 7 クール ウェーブ
コース レコード
ベストタイム 2'00"000
ベストラップ 0'38"000
クリアに必要なポイント 30
あなたのポイント 25
クリア条件 1位

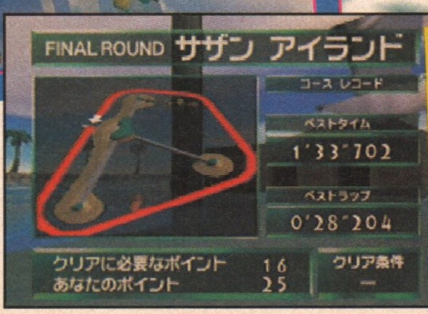
TIME 1'05"283
RANK 4
LAP 2
SPEED 70 km/h
POWER UP!


TIME 0'17"049
RANK 4

COURSE 8: SOUTHERN ISLAND

Both the toughest and the most exhilarating course of the eight on offer, here you'll face many tricky obstacles – including old gate posts poking out of the water and the wreck of an old pirate ship! If you're feeling a little brave, you can even try and jump over the latter!

TIME 1'14"894
LAP 1
SPEED 70
0'50"094

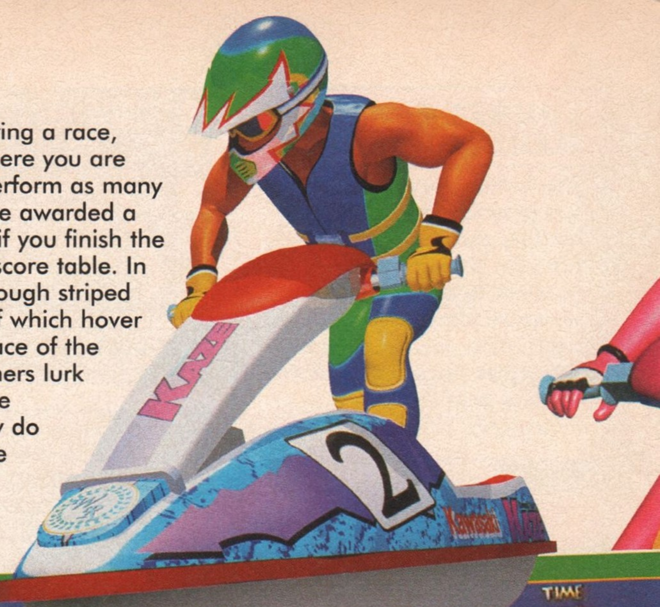

FINAL ROUND サザン アイランド
コース レコード
ベストタイム 1'33"702
ベストラップ 0'28"204
クリアに必要なポイント 16
あなたのポイント 25
クリア条件 —

CH-CH-CH-CH-CHANGES!

One of WaveRace 64's cleverest features is the way the eight courses change, not just between championships but even during a race! As well as coping with the wildly-fluctuating sea conditions, which can see the water's surface transform from calm to chaotic in mere seconds, players also have to keep an eye out for previously-closed gates opening or jumps being revealed by the shifting sea levels, as these will often lead to race-winning shortcuts.

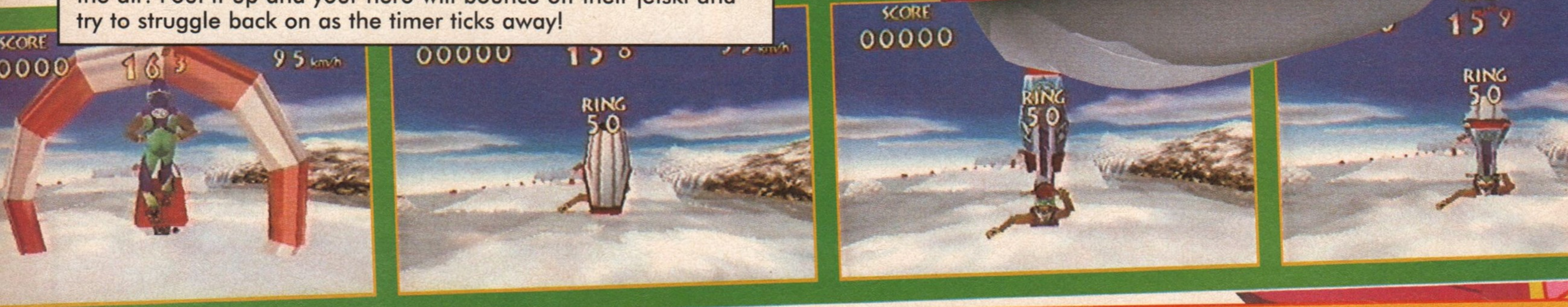
CATCH THE WAVE!

Although stunts can be performed at any time during a race, WaveRace 64 features a dedicated stunt mode where you are pitted against a timer on the various courses to perform as many hair-raising tricks as possible. For each stunt you're awarded a score according to how well it was executed and, if you finish the race in time, you are placed in an exclusive high-score table. In addition, points can be clocked-up by steering through striped hoops, some of which hover above the surface of the water while others lurk just beneath the waves. But how do you reach these submerged hoops...?



HERE COMES THE SOMERSAULT!

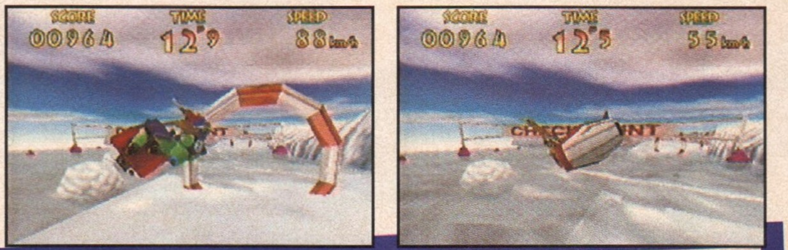
Undoubtedly the most spectacular stunt of all is the airborne somersault where your racer flips their jetski forwards through 360° and lands perfectly on the water to continue the race. To execute this move, hold down accelerate and push the 3D Stick forwards just as you come to the brink of a ramp, then quickly pull and hold it backwards as you leave the edge. If timed perfectly you will whoop with glee as your racer spins through the air! Foul it up and your hero will bounce off their jetski and try to struggle back on as the timer ticks away!

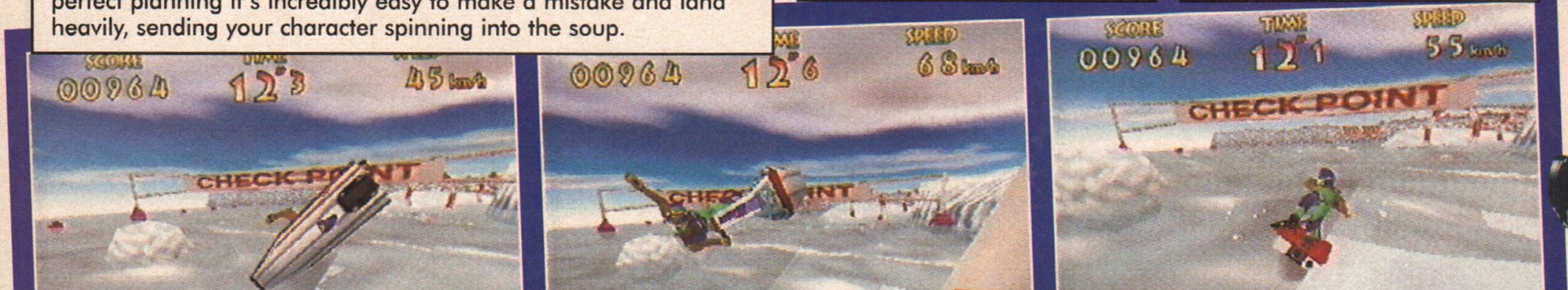

SCORE
0000
95 km/h
00000
RING
50
SCORE
00000
RING
50
TIME
15"9
RING
50

CUNNING STUNTS AND

LET'S TWIST AGAIN!

If the somersault isn't dangerous enough for you, players can also make their jetski corkscrew through the air! To do this hold down accelerate and, as the edge of the ramp approaches, tap the 3D Stick left and then hold it to the right when airborne. Again, if you do this correctly the jetski will twist through the air clockwise and land perfectly on the waves. However, as this stunt requires pixel-perfect planning it's incredibly easy to make a mistake and land heavily, sending your character spinning into the soup.

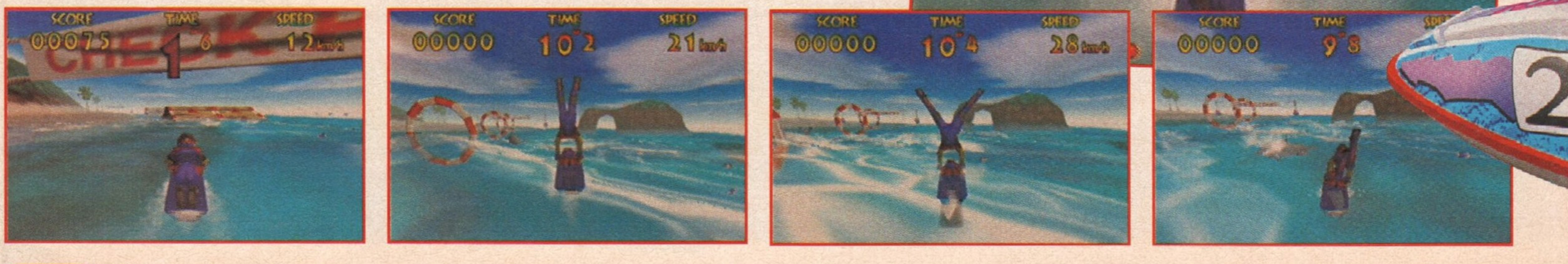

SCORE
00964
TIME
12"9
SPEED
88 km/h
SCORE
00964
TIME
12"5
SPEED
55 km/h


SCORE
00964
TIME
12"3
45 km/h
CHECK POINT
00964
12"6
SPEED
68 km/h
SCORE
00964
TIME
12"1
SPEED
55 km/h
CHECK POINT

YEAH, AND I CAN DO HANDSTANDS TOO!

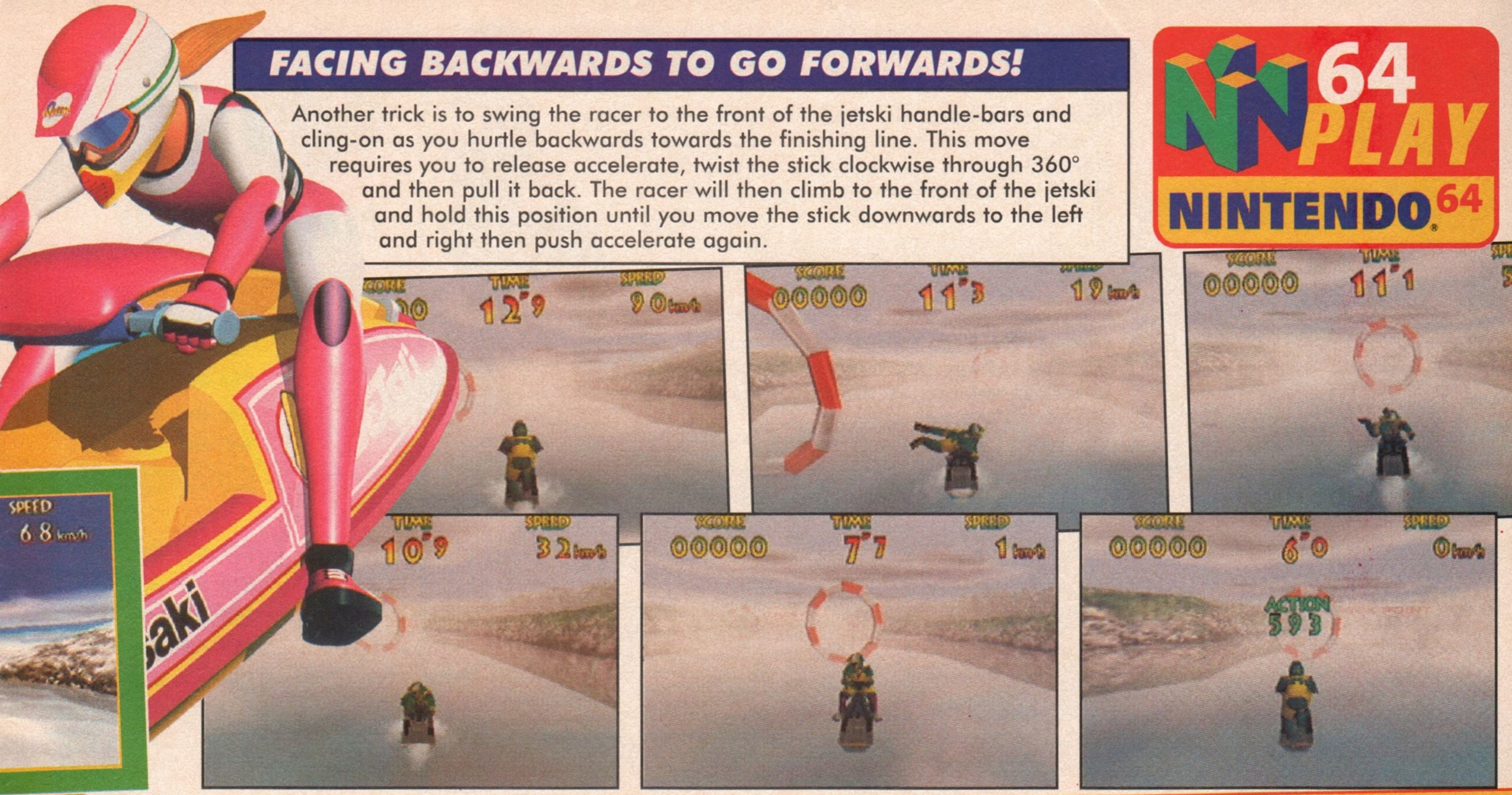
As well as airbourne antics, the racers can all do tricks similar to the BMX stunts which were responsible for the loss of so many front teeth when I was a lad! To do a hand-stand on the jetski handle-bars, take your finger off accelerate, pull back on the stick then push and hold it forwards. Your character will then flip up, throw their legs into the air and hold this precarious position for as long as you desire (or until you hit an obstacle!). To get down from this ridiculous angle, wiggle the stick upwards to the left and right then press accelerate again.

TIME
0'02"327
LAP
1
SPEED
84 km/h
BEST TIME
1'16"981
BEST LAP
0'23"599


SCORE
00075
SPEED
12 km/h
SCORE
00000
TIME
10"2
SPEED
21 km/h
SCORE
00000
TIME
10"4
SPEED
28 km/h
SCORE
00000
TIME
9"8

FACING BACKWARDS TO GO FORWARDS!

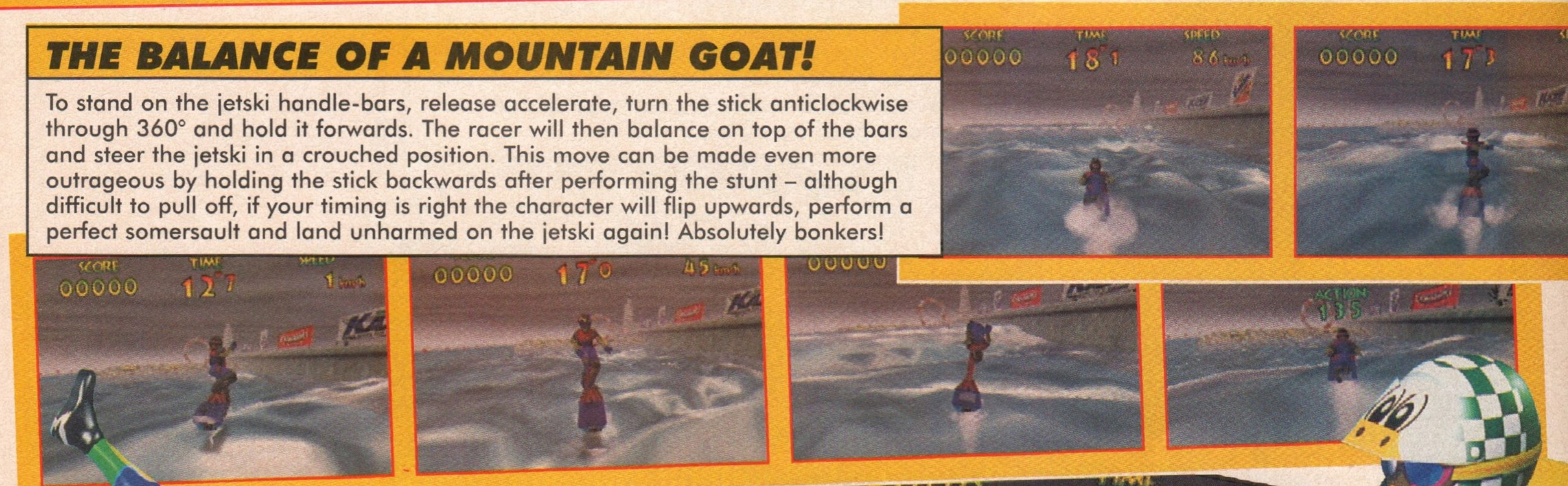
Another trick is to swing the racer to the front of the jetski handle-bars and cling-on as you hurtle backwards towards the finishing line. This move requires you to release accelerate, twist the stick clockwise through 360° and then pull it back. The racer will then climb to the front of the jetski and hold this position until you move the stick downwards to the left and right then push accelerate again.



WEIRD WATER SPORTS!!

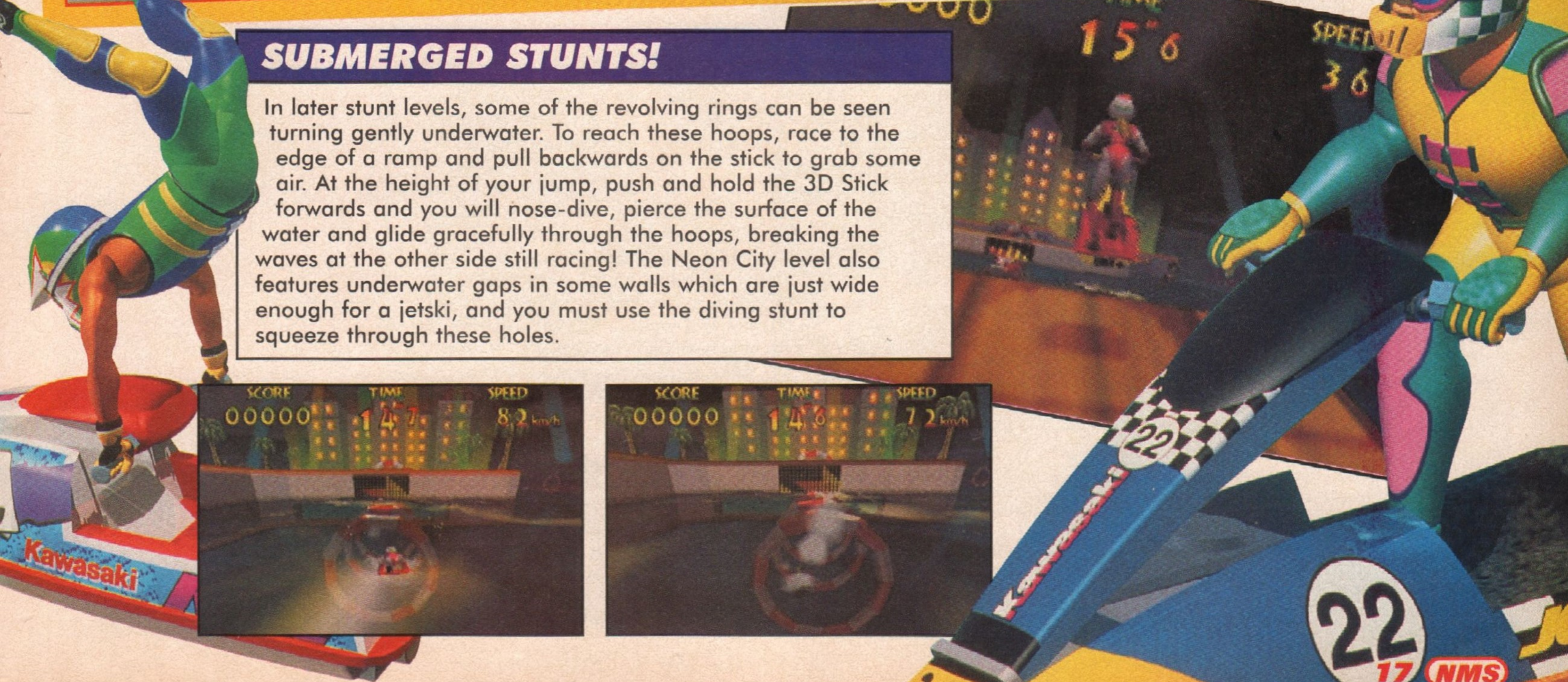
THE BALANCE OF A MOUNTAIN GOAT!

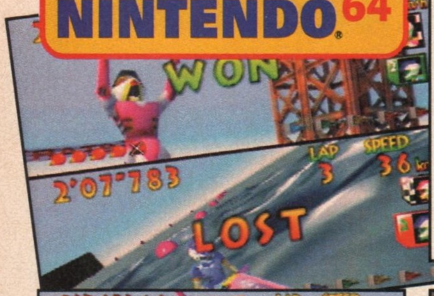
To stand on the jetski handle-bars, release accelerate, turn the stick anticlockwise through 360° and hold it forwards. The racer will then balance on top of the bars and steer the jetski in a crouched position. This move can be made even more outrageous by holding the stick backwards after performing the stunt – although difficult to pull off, if your timing is right the character will flip upwards, perform a perfect somersault and land unharmed on the jetski again! Absolutely bonkers!



SUBMERGED STUNTS!

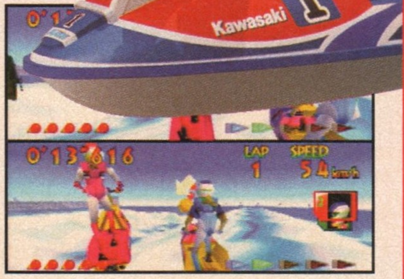
In later stunt levels, some of the revolving rings can be seen turning gently underwater. To reach these hoops, race to the edge of a ramp and pull backwards on the stick to grab some air. At the height of your jump, push and hold the 3D Stick forwards and you will nose-dive, pierce the surface of the water and glide gracefully through the hoops, breaking the waves at the other side still racing! The Neon City level also features underwater gaps in some walls which are just wide enough for a jetski, and you must use the diving stunt to squeeze through these holes.

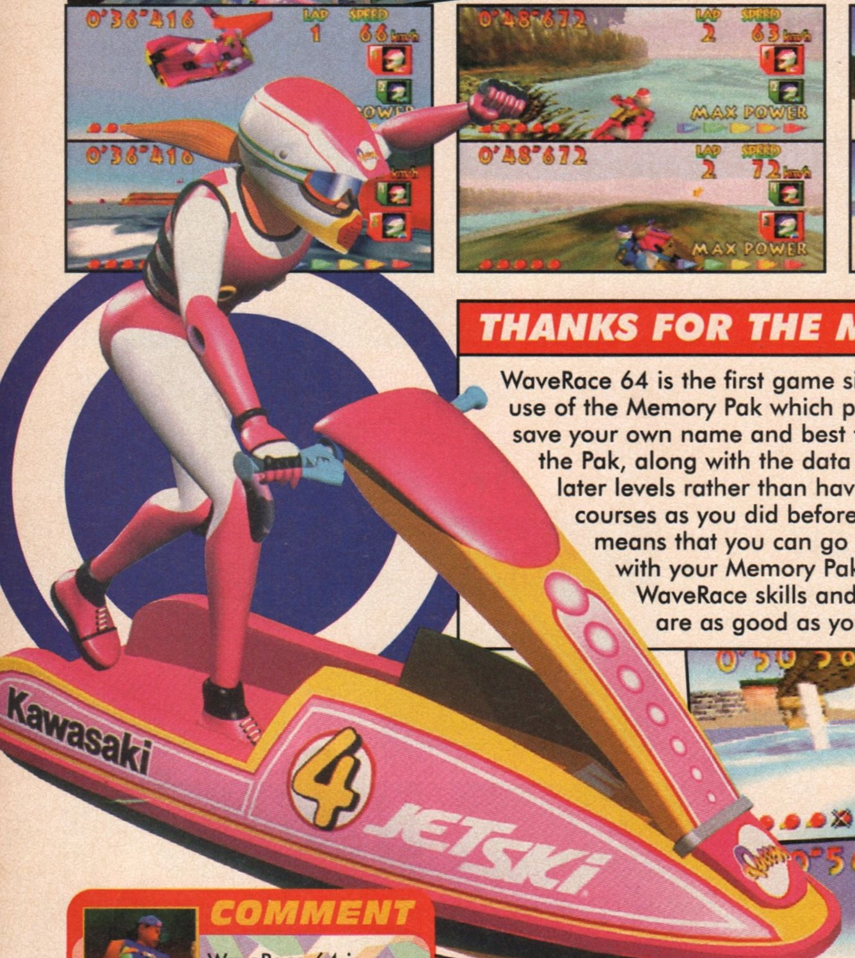




IT TAKES TWO, BABY!

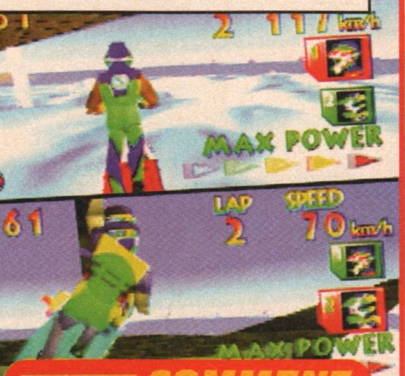
WaveRace's two-player mode is a split-screen affair where each racer has their own view of the action. The player areas also feature icons so that you can tell which place you are in, if your opponent is close or even if the've fallen off their jetski. In two-player mode you can bash into the other racer to try and push them into obstacles, and cut them off as they try to overtake. However, if your friend is unfortunate enough to fall off their jetski, you may smash into them and watch in frustration as they speed into the distance while you struggle to get up again!

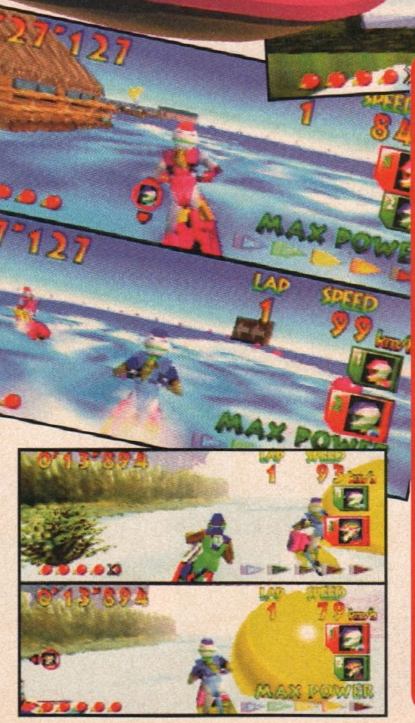




THANKS FOR THE MEMORY!

WaveRace 64 is the first game since the pitiful Shogi to make use of the Memory Pak which plugs into the Joypad. You can save your own name and best times from each course onto the Pak, along with the data which will allow you to skip to later levels rather than having to race through earlier courses as you did before. This nifty little feature also means that you can go round to your mate's house with your Memory Pak in your pocket, show off your WaveRace skills and have positive proof that you are as good as you say you are!





COMMENT

DAVE

WaveRace 64 is simply one of most beautiful games I have ever played, and I don't just mean in terms of the way it looks (although it looks incredible – those waves!). Everything about it screams quality, from the lavish menu screens to the finely-tuned playability. WaveRace 64 just feels so good to play, offering a degree of high precision control that's almost indescribable – indeed, as your jetskier leaps and crashes through the violent surf, you'll often catch yourself bobbing and weaving in your chair like some demented idiot. The difficulty curve is perfect too, allowing you to get into the game with ease but providing a challenge that'll keep you coming back for weeks. And talking of longevity, I haven't even mentioned the completely amazing two-player mode... No two ways about it, WaveRace 64 is a classic.

COMMENT

DAVEY

For me, WaveRace 64 is the first racing game which actually captures the thrills and spills of the real thing. Rather than a predictable road or static water as seen in every other racing game, WaveRace 64 puts players at the mercy of the sea – you have to become accustomed to the fact that, no matter how well you plan your movements, it only takes a large wave to send you crashing into a wall or push you so high over a jump that you steam into the lead. The 3D Stick is the perfect tool to master racing on the tides, and the game stands head and shoulders over anything else on any other console. Fabulous, fantastic, frenzied and many other words beginning with 'f'... fine, first-class fun!

64 PLAY
NINTENDO 64

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	□	□
ACTION	■	■	■	■
CHALLENGE	■	■	■	■
REFLEXES	■	■	■	■
ORIGINALITY	■	■	■	■

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	■
MONTH	■	■	■	■
YEAR	■	■	■	■

GRAPHICS

▲ Astonishing! The glistening waves are unlike anything you've ever seen before, and the realistic animation of the competitors pulls you straight into the action.

SOUND

▲ Fantastic splashing effects and motor sounds, plus realistic crowd roars and loads of speech.

▼ The tunes are cheesy – classic Nintendo! – but they're not annoying.

PLAYABILITY

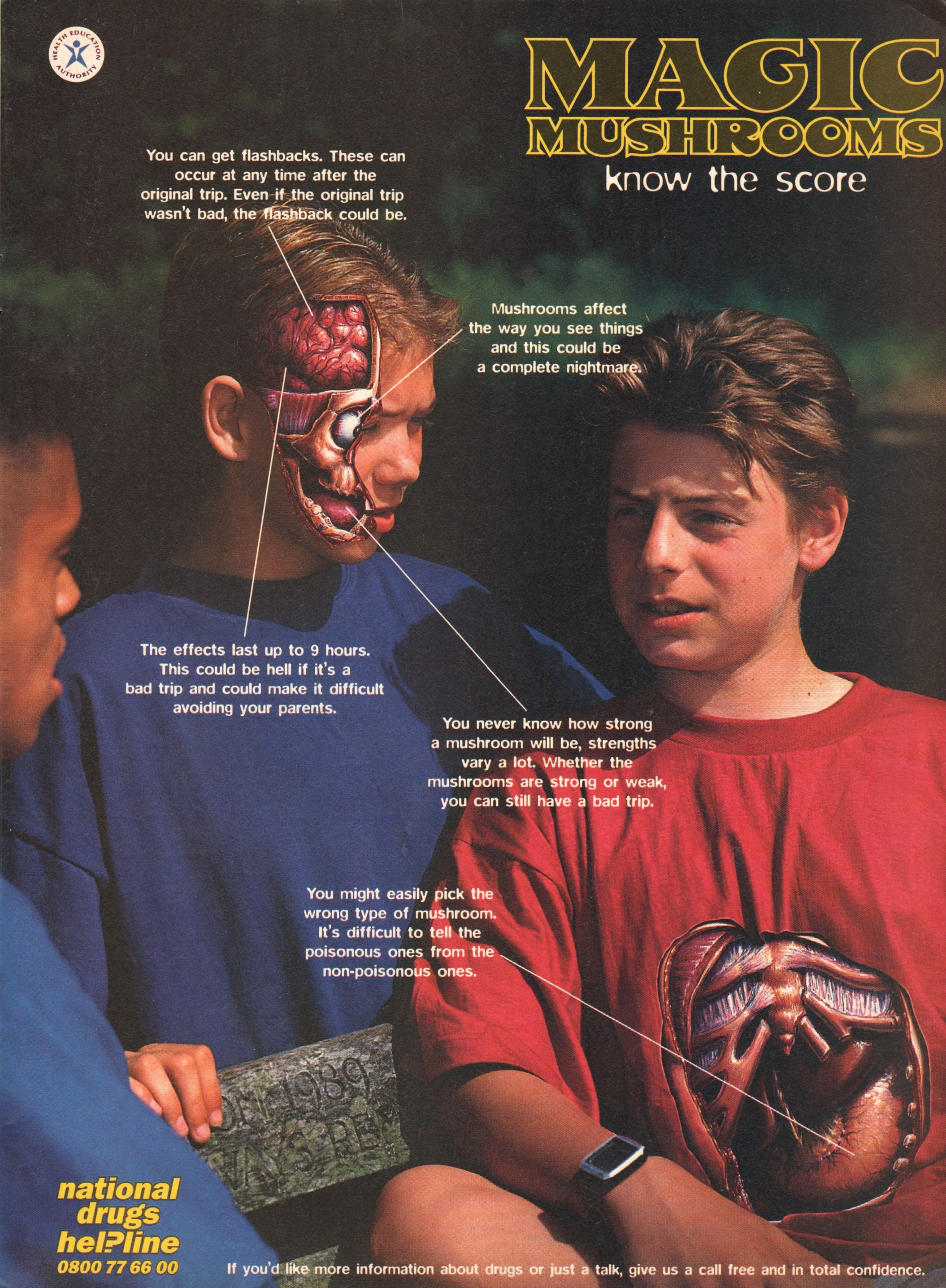
▲ Off the scale! WaveRace 64 is one of those games that gets better the better you get!

LASTABILITY

▲ The three tournaments offer loads of challenge and variety, while the two-player game will be entertaining you for years to come.

OVERALL

WaveRace 64 is another landmark game, right up there with SM64 and PW64. Beautiful to look at, totally original in concept and supremely playable, it's ranks as one of the best racers ever.



MAGIC MUSHROOMS

know the score

You can get flashbacks. These can occur at any time after the original trip. Even if the original trip wasn't bad, the flashback could be.

Mushrooms affect the way you see things and this could be a complete nightmare.

The effects last up to 9 hours. This could be hell if it's a bad trip and could make it difficult avoiding your parents.

You never know how strong a mushroom will be, strengths vary a lot. Whether the mushrooms are strong or weak, you can still have a bad trip.

You might easily pick the wrong type of mushroom. It's difficult to tell the poisonous ones from the non-poisonous ones.

national drugs hel?line
0800 77 66 00

If you'd like more information about drugs or just a talk, give us a call free and in total confidence.

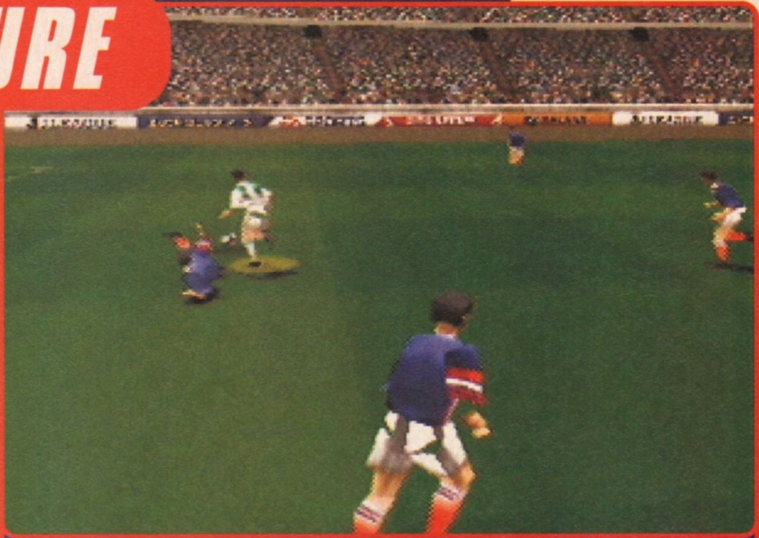
As the N64's UK release grows nearer, more and more software houses are beginning to unveil their wares for the wonder machine. With Ocean proudly showing Mission: Impossible to anyone who'll look and Acclaim's Turok turning a few heads, Electronic Arts looks set to beat them all into the software shops with the surprise appearance of FIFA '97...

How about this for a scoop, eh? Yes, here before your very eyes are the first ever shots of FIFA '97 on the Nintendo 64! As you'll have realised, this is the 64-bit continuation of Electronic Arts' stunning series of soccer simulations, and just the first of many N64 titles the giant software house has planned.

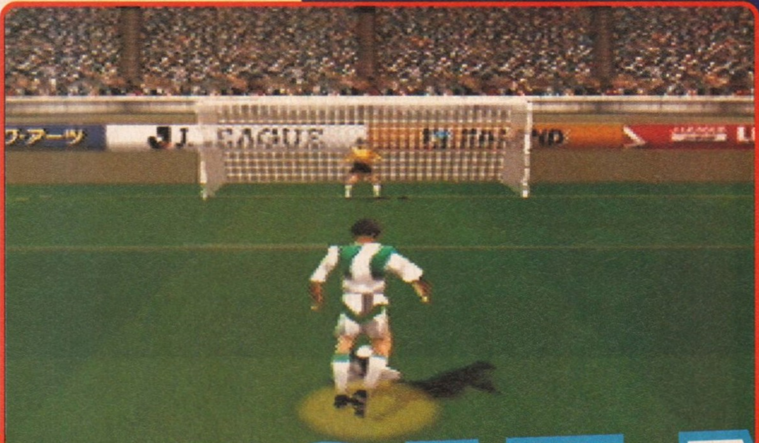
Developed by EA's Canadian development team – who were the first software house to be given a ROM burner for N64 cartridges – the version of the code we saw is based around a J-League licence (the Japanese equivalent of FIFA) and is intended for release in Japan towards the end of October. However, we were also taken behind the scenes to look at the many differences we can expect between the English and Japanese games.

The main difference will be within the way the game actually plays. Japanese gamers aren't quite as fanatical about their football as UK owners, and consequently the J-League incarnation of the game is more of a 'kick and run' affair with very little depth of passing or build-up play. All the expected headers and volleys are in there, but for the most part the action relies on breath-taking net-buster shots from virtually any angle.

So, with English football fans requiring more depth to their kickarounds, the game engine is being rewritten for these shores, with more passing, control and use of aftertouch added to open the game up for more variety. Similarly, the game's appearance is set to change slightly, with the current 3D sprites replaced by beautifully motion-captured players to add that little extra detail we require. Well, we did invent the beautiful game after all...



(ABOVE) Although FIFA '97 looks stunning enough already, EA claims that it'll look even smarter nearer its launch date!



IT'S A WHOLE N

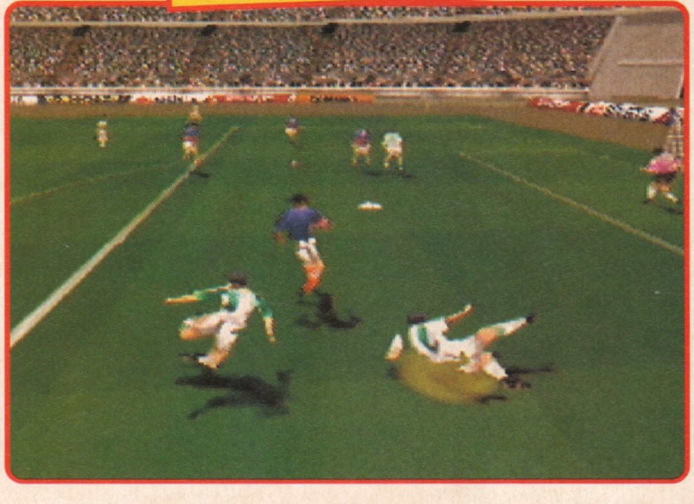
EXCLUSIVE!! FIRST EV

WHAT A LOOKER!

At first glance the J-League code resembles Konami's International Superstar Soccer Deluxe, with the action initially viewed from the sideline and the players represented by large 3D sprites. However, as soon as the game starts moving any comparisons between this and Konami's 16-bit classic are forgotten.

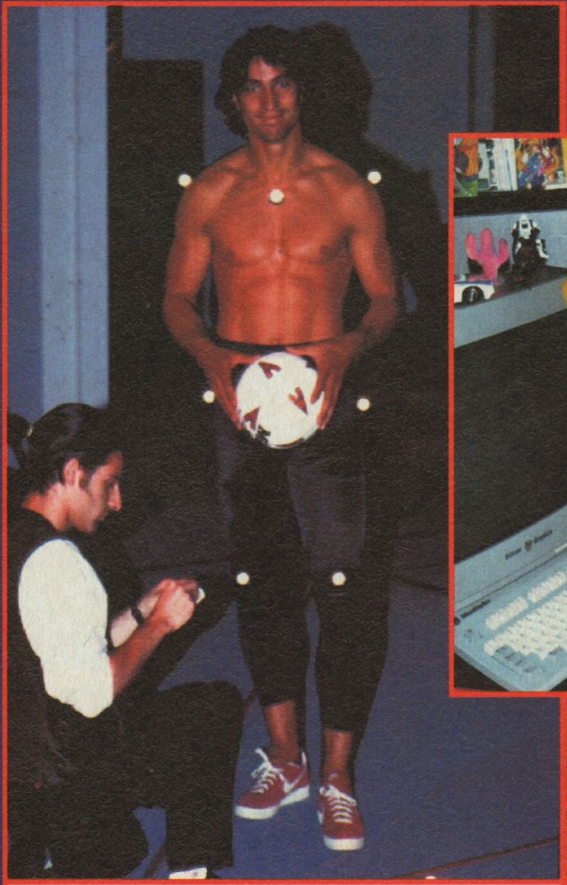
EA has implemented an intelligent game camera system, which instinctively pans in and out of the action and swoops around to give the best view of all the shots and passes. The J-League version of the game is set in the city of Tokyo's main stadium, and the towers on the horizon are all moved in parallax – a small but nice touch.

By far the most impressive feature, though, is the 'picture in picture' camera mode which overlays a secondary view of the action in the top-right corner, and allows the player to view the action from virtually any view imaginable. As such, the smaller screen can be used to view the action through each player sprite's eyes, or to replace the radar system of past FIFA games.



NET-BUSTER!

EA has made full use of the N64's unique controller and in particular the analogue 3D Stick. Past football games have always limited the player to a maximum of eight possible shooting directions as this is all most pads can handle, but FIFA '97 uses the analogue stick to open up 256 possible shooting angles. As such, FIFA '97 makes it possible for the player approaching the goal to choose exactly where they want to place the shot, and the extra control subtleties are also very useful for placing passes or attempting to lob over the goal keeper. Passing, for example, now allows the player to pass the ball into space for another attacker to run on to it, but both the angle and the weight of the pass must be judged, adding extra skill to the proceedings.

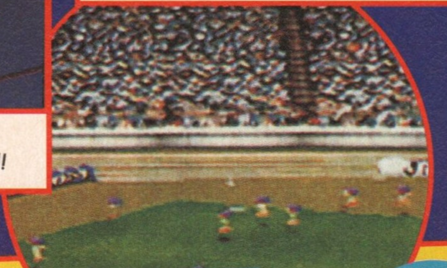


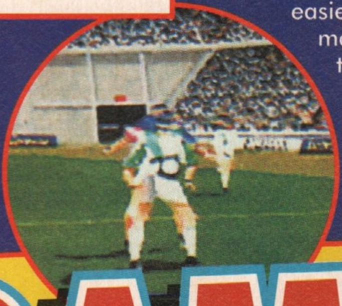
(ABOVE) *Don't swoon – it's only Newcastle Utd's French fancy David Ginola being motion captured!*

(ABOVE) *3D modeller Terry Chiu is responsible for turning Ginola from a man into a sprite.*

OOH, YOU'RE A LUVVERLY MOVER!

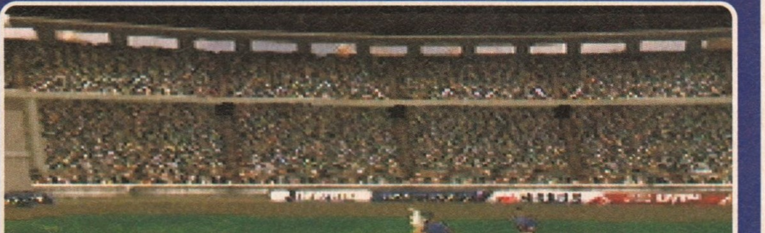
The European versions of FIFA '97 are set to replace the cartoony sprites of J-League with motion-captured sprites. Newcastle's French international David Ginola provided the assorted moves for the game, and was filmed by a series of cameras to ensure that his movements were seen from every angle. These are then built into a true 3D skeleton and the animations trimmed to ensure that the captured movements don't stop the player from, say, turning mid-kick or changing their mind from trapping the ball to wellying it up field. According to EA, the Nintendo 64's fab 3D capabilities makes this far easier than on any other machine, and as such this 64-bit version of FIFA is set to look the most realistic of the versions planned.





EW BALL GAME!

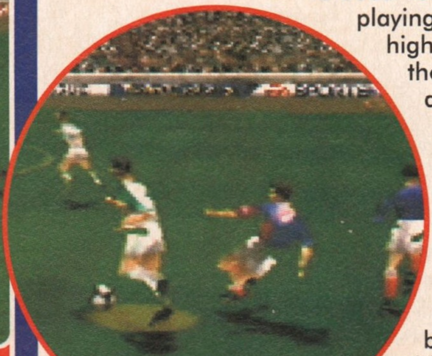
ER SHOTS OF FIFA '97 ON THE N64!!



(ABOVE) *Over 'ere, son – on me 'ead! FIFA '97 will be so realistic, you'll be able to smell the grass on the chewed-up pitch.*

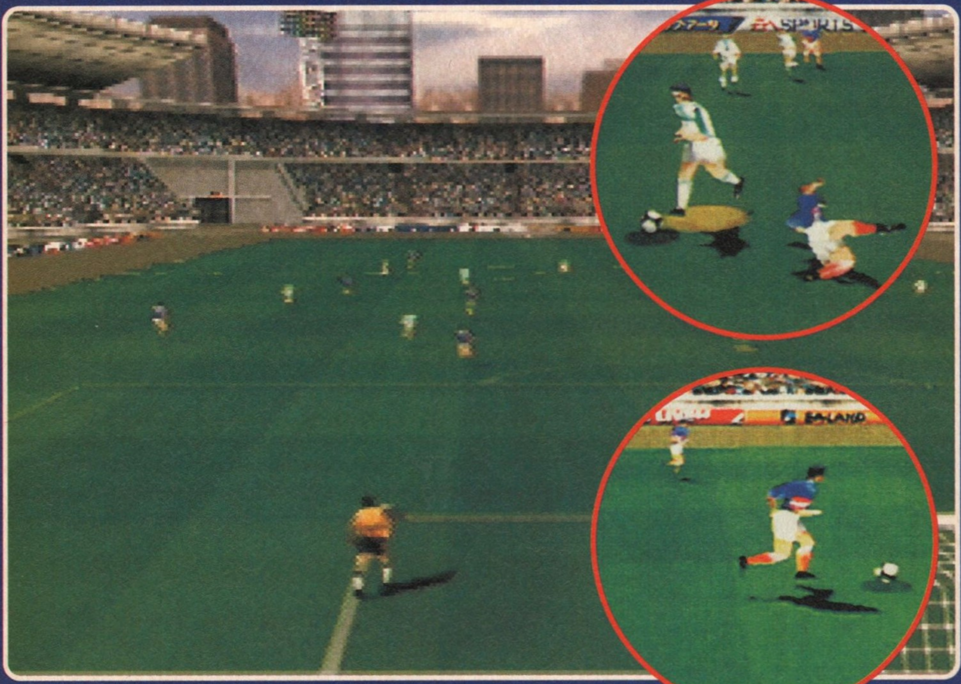
TEAM WORK

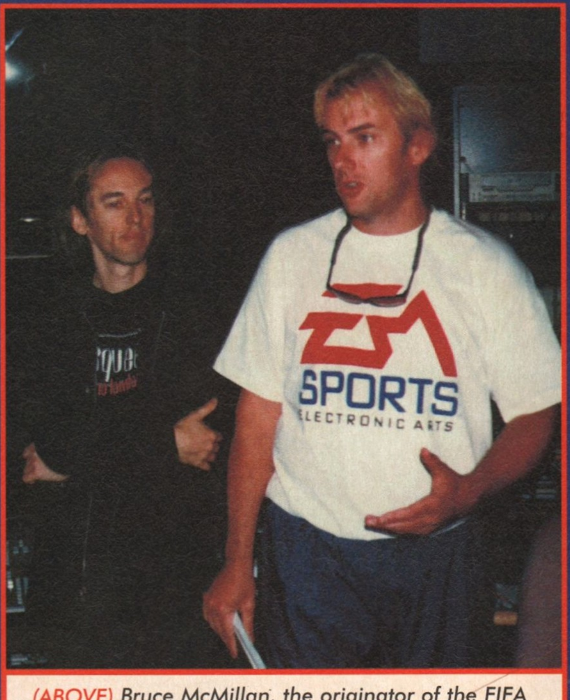
The Japanese code features all eleven of the J-League teams, and is set in the main Tokyo stadium. EA's FIFA licence allows for more scope, however, and although it hasn't been confirmed yet, it seems likely EA will incorporate all Premier League sides and the most popular international sides, including Brazil, Italy and England. A secondary benefit of the licence is that the UK game is also likely to boast real players, so the chances of playing as Ravanelli or Patrick Berger are high. What does seem unlikely, though, is that EA will have time to add more than the one set of pitch graphics that the Japanese code uses. While the developers are planning to remove the Tokyo scenery for, perhaps, the famous twin towers of Wembley, sadly it doesn't seem likely that the different pitch surfaces that grace the PlayStation and PC code will be added. However, there are different weather surfaces that will add to the variety, and EA also has an indoor court up its sleeve.



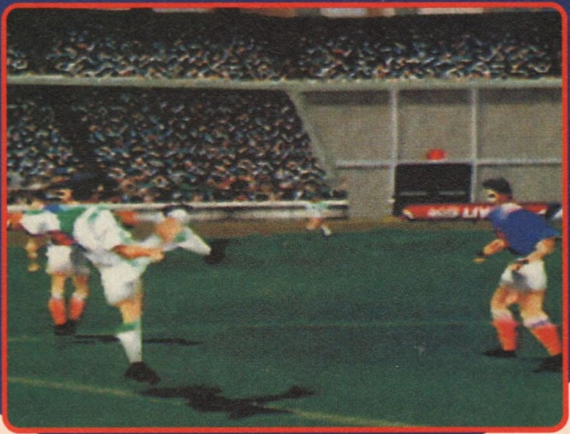
THE ROAR OF THE CROWD!

EA is planning to use the N64's sound capabilities to the full, with the game boasting a full complement of cheers and roars from the always capacity crowd, and a pumping musical score which introduces the game and plays over the options screens. Although the sound has yet to be fully incorporated, EA is planning to make the crowd react to the on-field action, so if the game gets dull they'll go quiet, while they'll go completely mental in the middle of a goal mouth scramble. There will also be limited commentary, with comments made on goals, throw-ins and corners.





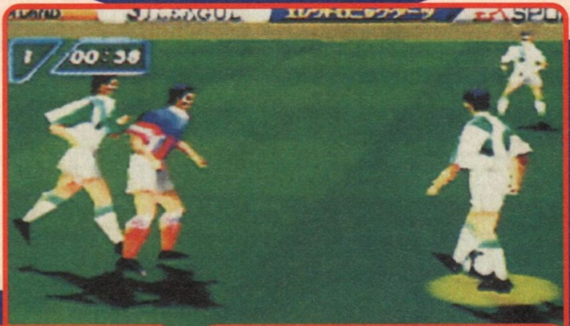
(ABOVE) Bruce McMillan, the originator of the FIFA series, is overseeing the 64-bit version.

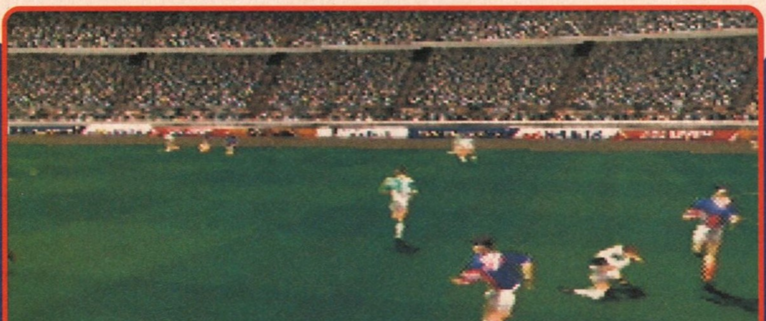


PLEASE RELEASE ME!

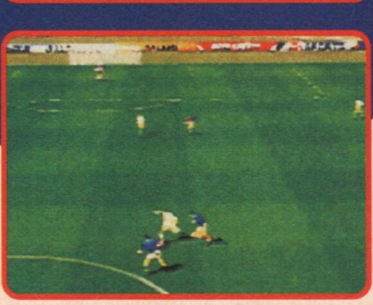
As mentioned earlier, when we saw FIFA '97 way back at the start of August it was in its Japanese J-League incarnation, and work had yet to begin on the changes need for the UK market. However, the FIFA '97 team is made up of nigh-on thirty people, the majority of which are working on the motion-capture routines to ensure the sprites move realistically. Also Bruce McMillan, the man who wrote the original FIFA, is personally overseeing the project to ensure that it's top-notch. The team are confident that they can make the additions before the end of January, thus ensuring the game is ready for release the day the N64 hits our shelves in March, making EA the first third-party software company to have a game released for the machine.

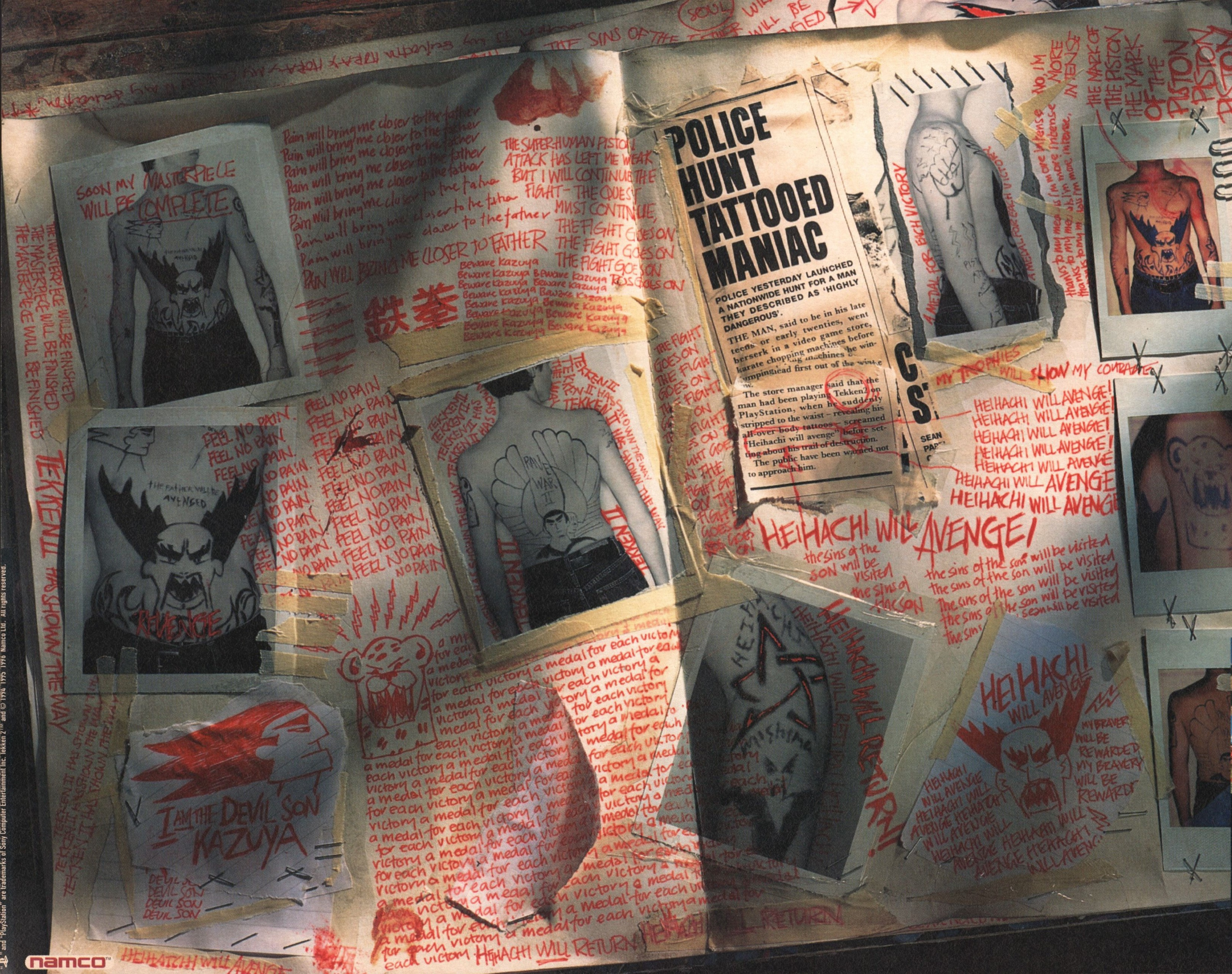
Given the supremely excellent quality of all the previous FIFA incarnations, this is one N64 title that's really got us drooling in anticipation. Expect an in-depth NMS preview nearer to the game's release!





(ABOVE) The team developing FIFA '97 for the N64 claim that this will be the best of the bunch, far surpassing all other versions.





POLICE HUNT TATTOOED MANIAC

POLICE YESTERDAY LAUNCHED A NATIONWIDE HUNT FOR A MAN THEY DESCRIBED AS 'HIGHLY DANGEROUS'.

THE MAN, said to be in his late teens or early twenties, went berserk in a video game store, karate chopping machines before jumping head first out of the window.

The store manager said that the man had been playing Tekken2 on PlayStation, when he suddenly stripped to the waist – revealing his all-over body tattoos – screamed "Heihachi will avenge" before setting about his trail of destruction.

The public have been warned not to approach him.

SOON MY MASTERPIECE WILL BE COMPLETE
THE MASTERPIECE WILL BE FINISHED
THE MASTERPIECE WILL BE FINISHED
THE MASTERPIECE WILL BE FINISHED
Pain will bring me closer to the father
PAIN WILL BRING ME CLOSER TO FATHER
THE SUPERHUMAN PISTON ATTACK HAS LEFT ME WEAK BUT I WILL CONTINUE THE FIGHT – THE QUEST MUST CONTINUE,
THE FIGHT GOES ON
Beware Kazuya
鉄拳
FEEL NO PAIN
THE FATHER WILL BE AVENGED
REVENGE
TEKKEN II HAS SHOWN THE WAY
I AM THE DEVIL SON KAZUYA
DEVIL SON
a medal for each victory
A MEDAL FOR EACH VICTORY
MY TROPHIES WILL SHOW MY COURAGE
HEIHACHI WILL AVENGE!
the sins of the son will be visited
HEIHACHI WILL RETURN!
MY BRAVERY WILL BE REWARDED
NO, I'M MORE INTENSE
thanks to my medals I'm more intense.
THE MARK OF THE PISTON
PISTON

SONY

PlayStation

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

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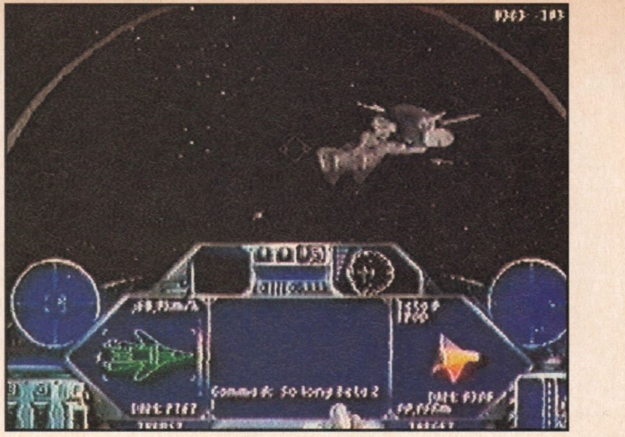
Cast your minds way back to NMS #32, when we showed you the first ever Nintendo 64 screenshots of a good-looking new shoot-'em-up called Robotech. Well, things have moved on quite considerably in the last 18 months, so let's see how the game's currently shaping up.

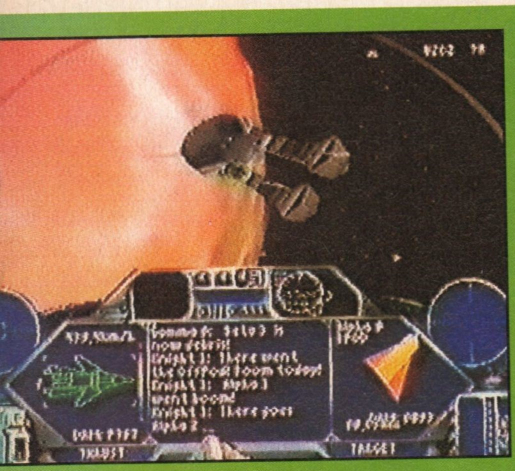


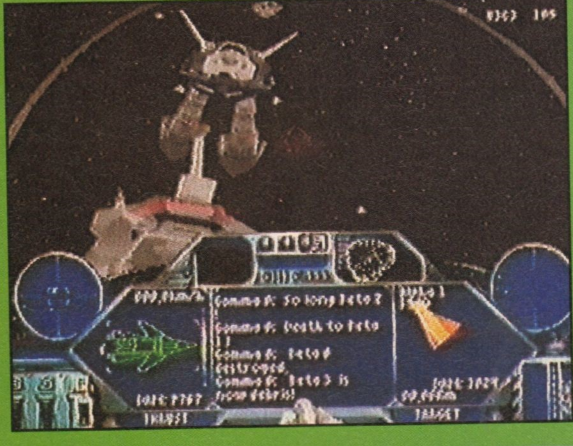
ROBOTEC
Crystal Drea

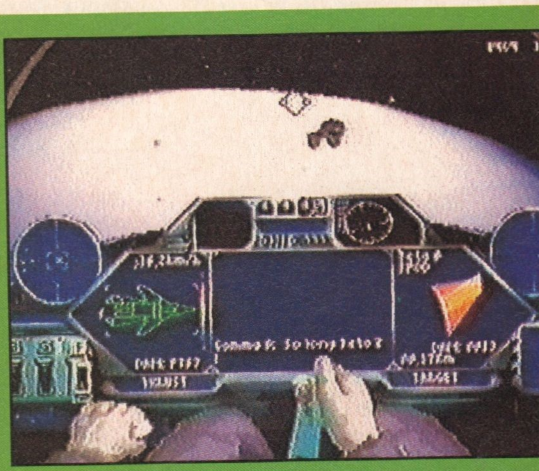
While the term Robotech may mean very little to us in the UK, we've been reliably informed that in America and Japan it's very big news indeed, especially to lovers of Manga-style cartoons starring giant shape-changing robots. Apparently, the animation series' complex storylines and world-class artwork helped revolutionise animated cartoons and re-shape children's Saturday morning TV. To date, there have been 86 episodes and the worldwide fan base is increasing by the second. So why we in Blighty are still in the dark about it is anyone's guess. However, as you're about to find out, if the game is half as good as the cartoon's worldwide ratings suggest, then we're in for a bit of a treat...

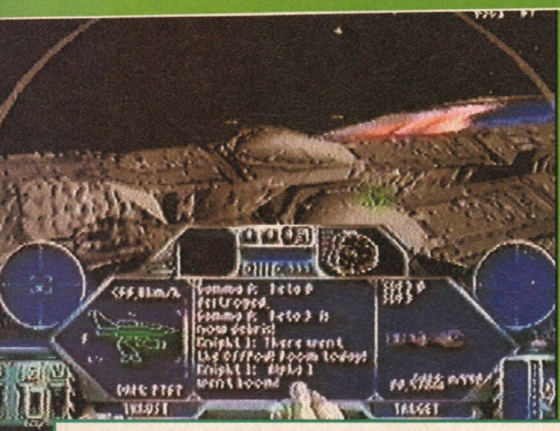
WE DREAM THE SAME DREAM!

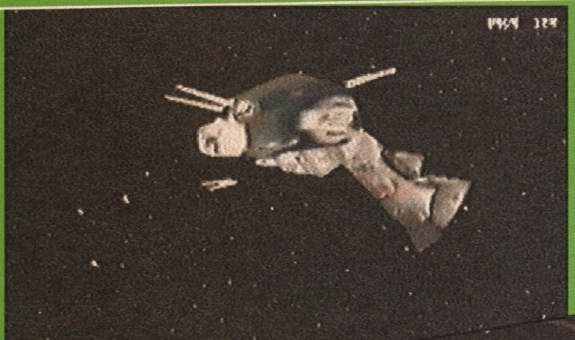
The plot for Robotech: Crystal Dreams has been created by long-time fans, Lizard Harac and Doug Lanford. This original story, which you'll be unsurprised to learn takes place in the Robotech universe, has been designed so that it can expanded into numerous sequels should the first game prove a success.

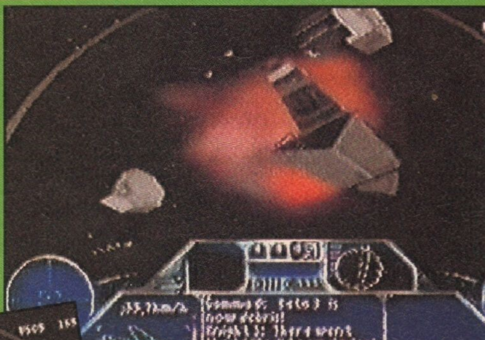


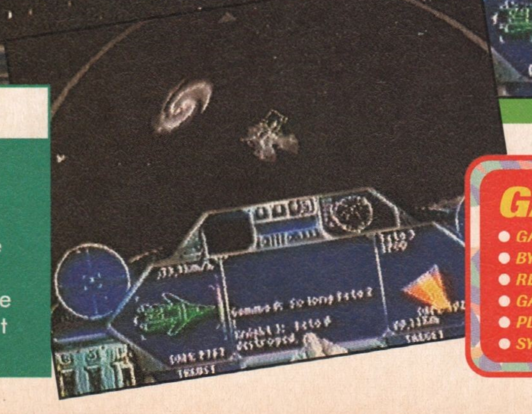












ROBOTS IN DISGUISE!

In Robotech: Crystal Dreams you take control of a fearsome Veritech fighter which has the ability to transform into various machines: Fighter, Battloid and Guardian. At present, we're unsure how the various machines differ, but we presume there will be a variety of tasks to complete including land-based missions as well as space dogfights. All the objects in the game are actual 3D models and not scaled sprites, which means that everything can be seen from any angle.

GAME DATA

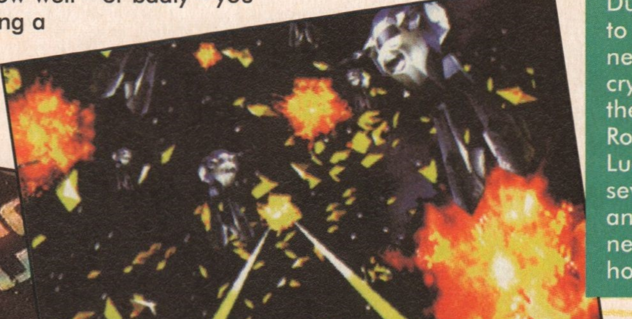
- **GAME:** ROBOTECH: CRYSTAL DREAMS
- **BY:** GAMETEK
- **RELEASE:** SPRING 1997
- **GAME TYPE:** 3D SHOOT-'EM-UP
- **PLAYERS:** 1
- **SYSTEM:** NINTENDO 64

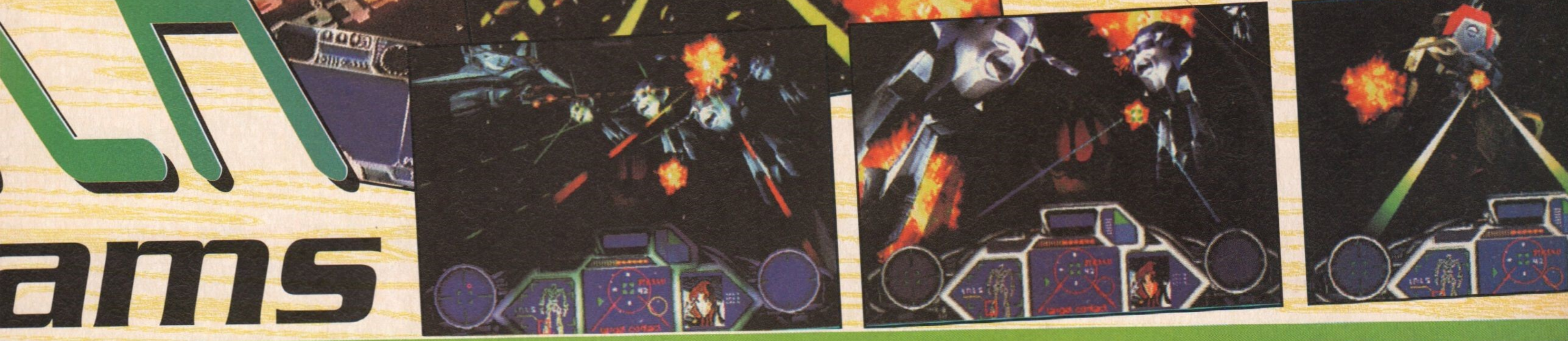
IT'S CRYSTAL CLEAR TO ME!

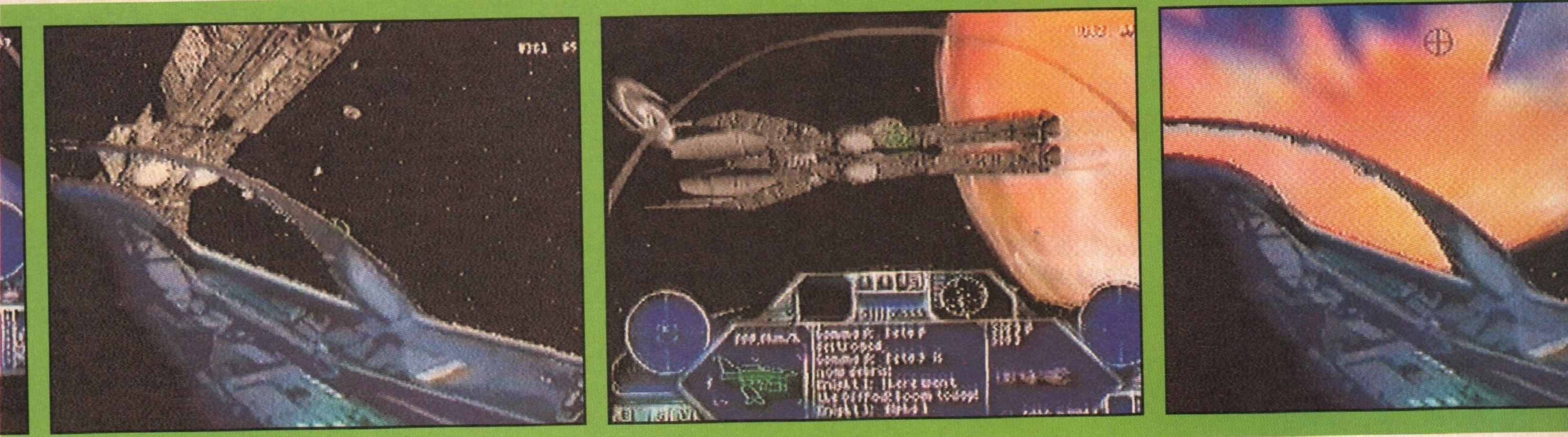
Robotech: Crystal Dreams takes advantage of Gametek's specially-developed Multi Branching Chrono Sync Algorithm (MBCSA). However, before you all get too carried away with these incredibly long words, what that means is that the story alters every time you play depending on how well – or badly – you perform during each mission, so killing a particular foe or failing to destroy a wave of fighters changes the outcome of your quest.

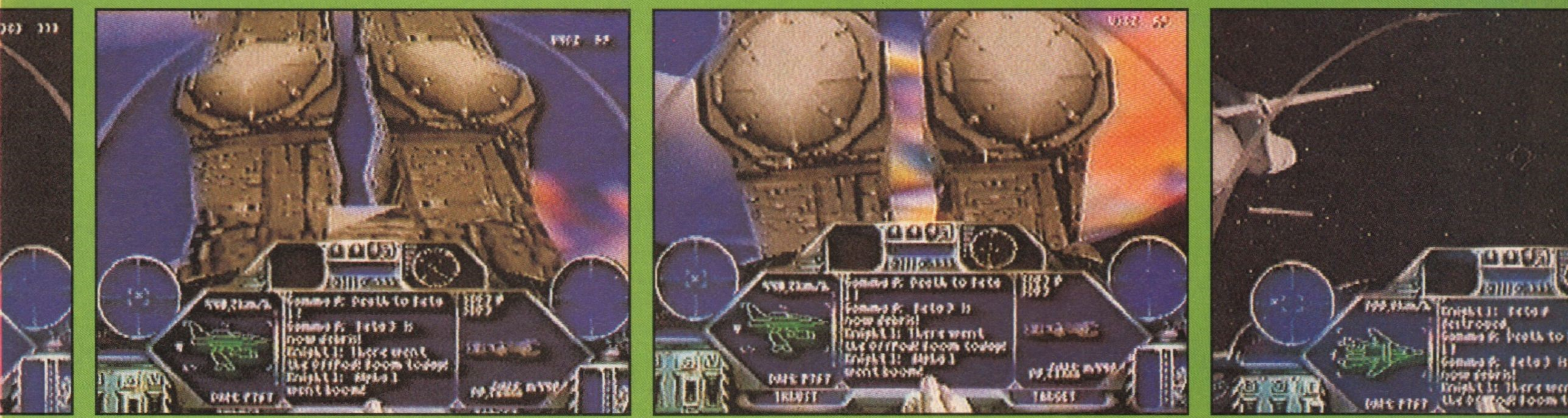
HELP IS ON HAND!

During the adventure, your fighter comes face to face with a host of enemies both old and new, including various Zentraedi ships and the crystalline Ebolian legions. And on top of that there are also renegade members of the Robotech Defence Force to contend with! Luckily, he's able to call upon several allies in severe times of trouble, namely Rick Hunter and Breetai. Phew, sounds like he's going to need all the help he can get if he's to make it home in one piece!



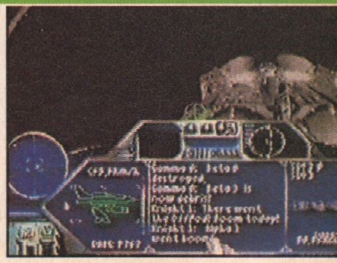






PUMP UP THE VOLUME!

To increase the excitement, the developers have created a stirring symphonic musical score which adapts to what's happening on screen. So, if you're simply flying through space with no threat from enemy craft, the music reflects this with soft background tunes. However, as battle commences and enemy fighters fill the screen, the music increases in tempo to create even more tension and atmosphere. Just make sure you have a change of underwear for when things really heat up!



Over the past few years Rare has built a deserved reputation as the world's No. 1 Nintendo developer. On the Super NES the crack coders redefined everybody's notion of what a 16-bit console game could be with the amazing – and hugely successful – Donkey Kong Country series. Now, as the N64's launch draws nearer, Rare invited NMS to its HQ to take an EXCLUSIVE look at its premiere N64 releases, KI Gold and Blast Corps. And the good news is, it looks like Rare is set to stun once more...

Like Rare, the fearsome Killer Instinct 2 won't need any introduction to the majority of our loyal NMS fans. This hyper-fast beat-'em-up, famed for its phenomenal violence and incredible combo attacks, has been wowing fight fans around the globe since its launch earlier this year. And now it's coming home, with every awesome special move and bright red blood splatter present and correct – plus, thanks to the fantastic power of the N64, a lot more besides! For the full ultra-gory story, read on...

TUSK
SPINAL
SABREWULF
WIN

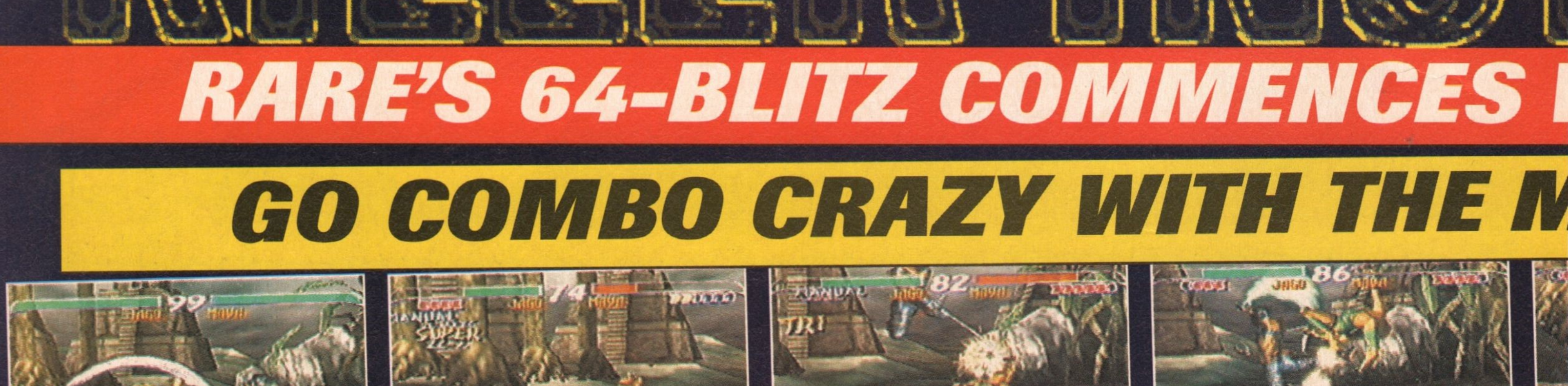
GOLD! ALWAYS BELIEVE IN YOUR SOUL!

So why call this latest addition to the Killer Instinct legend Gold? What was wrong with, say, Killer Instinct 64? Or even Killer Instinct 2, dammit? Well, apparently Rare didn't want to go with the latter name 'cos this is much more than a straight conversion of the coin-op. And as for KI64... well, that '64' suffix is becoming just a little tired now, isn't it? So, unhappy with the options available but unable to come up with any better alternatives, Rare polled the bods at Nintendo Of America for some suggestions – and so KI Gold was born!

KILLER INST

RARE'S 64-BLITZ COMMENCES

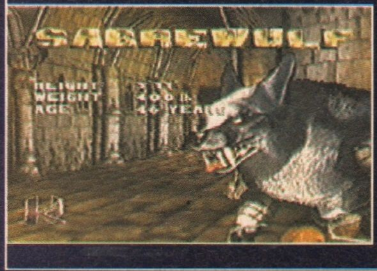
GO COMBO CRAZY WITH THE M

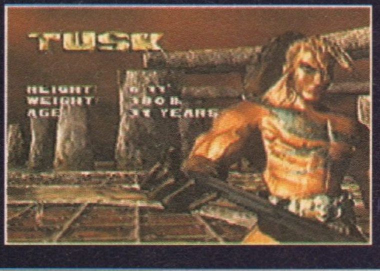


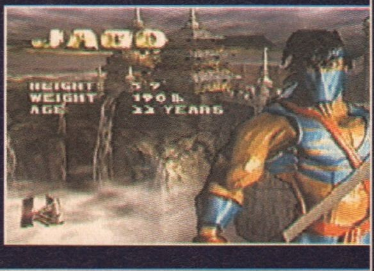
ORCHID
GLACIUS

GETTING BACK TO BASICS!

Despite the name change, KI Gold follows the basic plot of KI2. This centres around the exploits of ten fighters – Jago, Tusk, T.J. Combo, B. Orchid, Glacius, Kim-Wu, SabreWulf, Maya, Fulgore, Spinal – who have been trapped in a strange realm known as the Vortex. Now they must do battle with each other in an attempt to ultimately confront the hideous Gargos, a foul demonic being who holds the key to returning each fighter to their own dimension. Let battle commence!

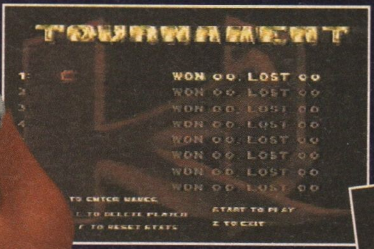






GAME DATA

- GAME: KILLER INSTINCT GOLD
- BY: RARE
- RELEASE: NOVEMBER (USA)
- GAME TYPE: BEAT-'EM-UP
- PLAYERS: 1-2
- SYSTEM: NINTENDO 64



TOURNAMENT

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1                 WON 00. LOST 00
2                 WON 00. LOST 00
3                 WON 00. LOST 00
4                 WON 00. LOST 00
                  WON 00. LOST 00
                  WON 00. LOST 00
                  WON 00. LOST 00
                  WON 00. LOST 00
 TO ENTER NAMES
 L TO DELETE PLAYER     START TO PLAY
 R TO RESET STATS       Z TO EXIT
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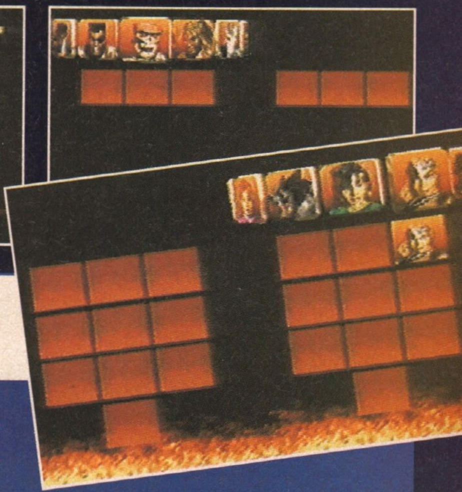


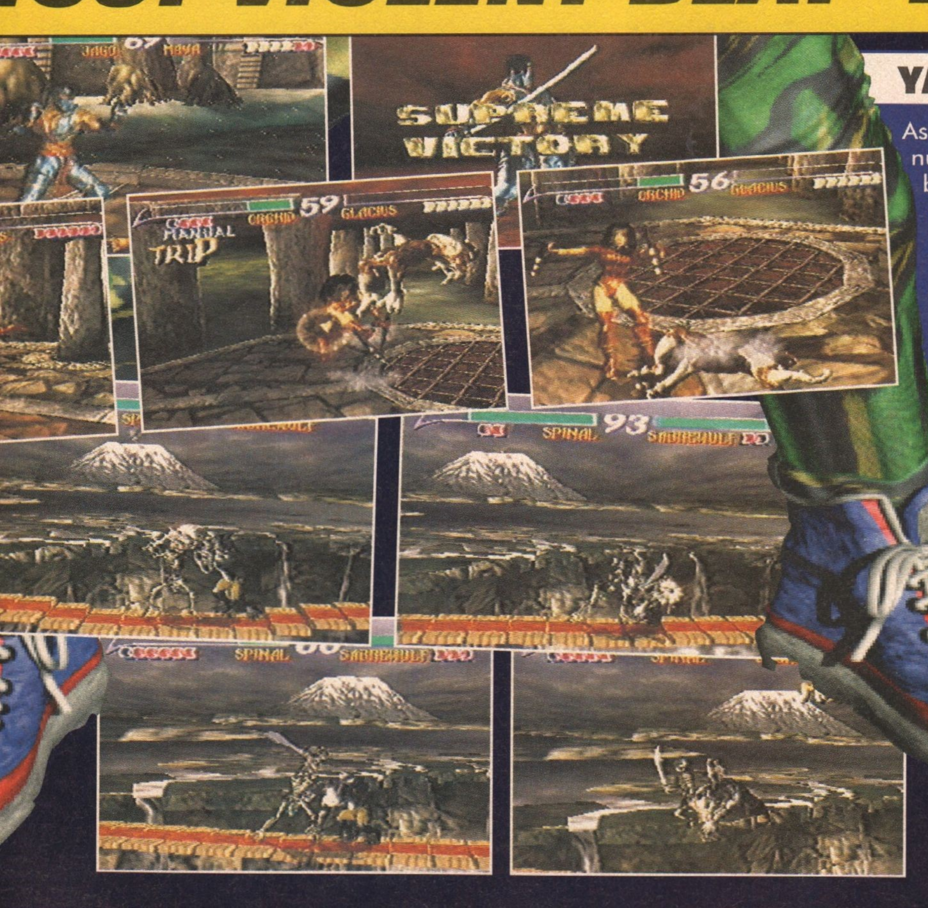
YEAH? YOU AND WHO'S ARMY?

One of the major differences between KI Gold and its arcade forefather is the sheer wealth of game modes available from the title screen. As well as the standard 'Arcade' mode (choose a fighter and then battle through the rest), there's a 'Team' mode (select up to 11 fighters then slug it out until only one team is left standing) and 'Team Elimination' mode (as before, but each team member must be defeated with a Finishing move). Naturally, all these modes can be played by two as well as solo. In addition there's a 'Tournament' mode, in which up to eight players can compete to become the supreme KI champ!

TINCT GOLD

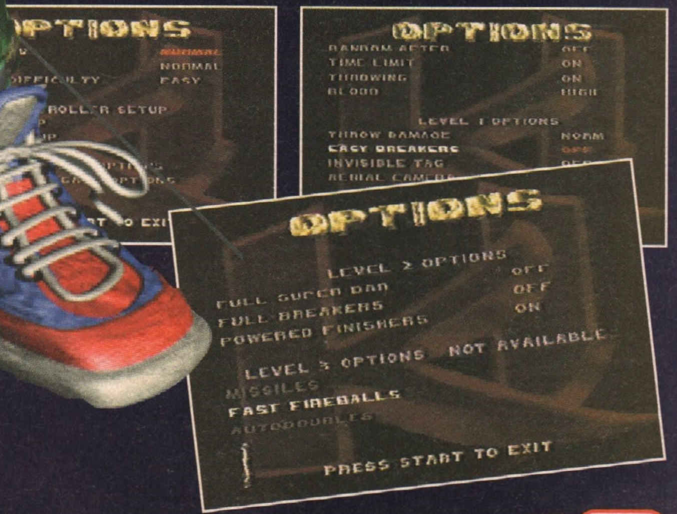
WITH AN AWESOME FIGHT-FEST!!

MOST VIOLENT BEAT-'EM-UP EVER!!



YA GOTTA HAVE OPTIONS!

As well as all the game modes, KI Gold offers the player numerous options to tweak the gameplay. Interestingly, the better you are at the game, the more options become available. For instance, complete the game on the easiest difficulty level, and only the first set of options will be accessible. However, complete it on a slightly harder level and a second set of options will be highlighted. In all, there are five sets of options to open up, allowing you customise your game beyond all recognition!



```
PTIONS
                  NORMAL
                  NORMAL
IFFICULTY         EASY
 ROLLER SETUP
```

```
OPTIONS
RANDOM AFTER           OFF
TIME LIMIT             ON
THROWING               ON
BLOOD                  HIGH

      LEVEL 1 OPTIONS
THROW DAMAGE           NORM
EASY BREAKERS          OFF
INVISIBLE TAG
AERIAL CAMERA
```

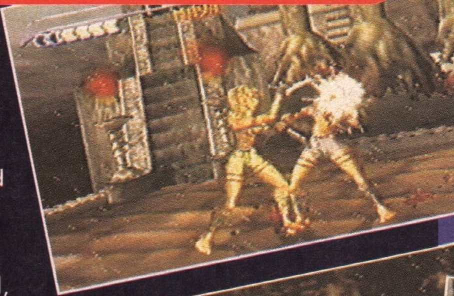
```
OPTIONS

      LEVEL 2 OPTIONS         OFF
FULL SUPER BAR                OFF
FULL BREAKERS                 ON
POWERED FINISHERS

  LEVEL 3 OPTIONS   NOT AVAILABLE
MISSILES
FAST FIREBALLS
AUTODOUBLES

      PRESS START TO EXIT
```

I'M A CONTROL FREAK!

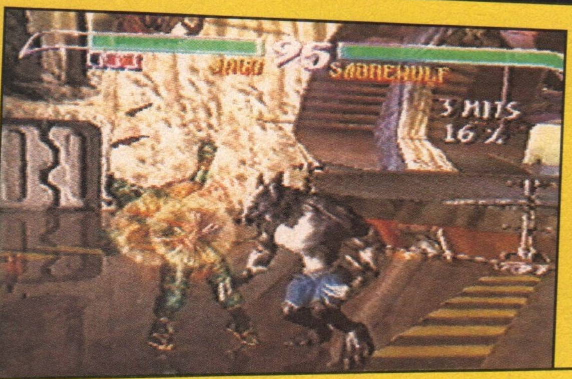
As you'd expect, KI Gold can be played using the D-pad to move and jump, with the A, B and C buttons used to launch a flurry of punches and kicks. Unlike many other N64 games, you don't get to alter the in-game camera views – mainly 'cos there's no point! However, if you fancy you can also use the 3D Stick to move and jump and, to help compensate for the analogue control's looseness, Rare have made all the special moves slightly easier to access than 'normal'. And if that's not enough, you can even re-configure the controller to your heart's desire.

A LITTLE BACKGROUND INFO!

Due to the limited amount of storage space on carts, the FMV sequences employed in the arcade game's attract mode have had to go. Don't mourn too much, though, 'cos to make up for it you get amazing 3D arenas which rotate and zoom in and out during the course of each fight, as opposed to the coin-op's traditional parallax scrolling 2D scenery. Take it from us, they look incredible, creating a sense of 'being there' that'll leave you breathless!

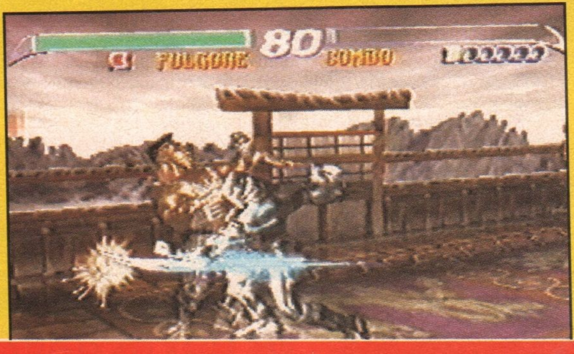


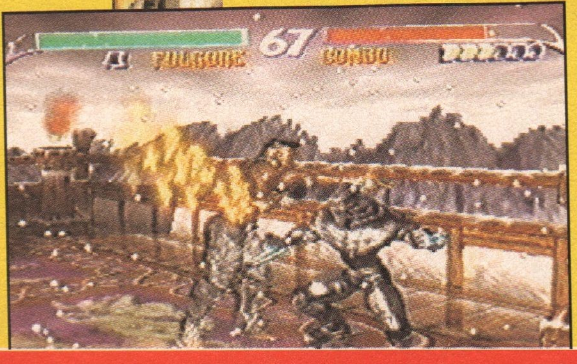
MAYA 67 MAYA



JAGO 79 SABREWULF

FULGORE 97 COMBO





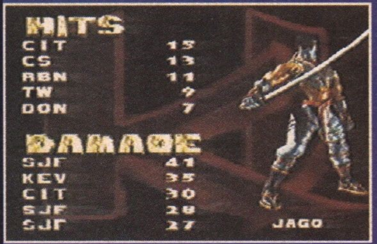
SABREWULF 99 JAGO

SABREWULF 95 JAGO

SABREWULF 91 JAGO

SAVE OUR STATS!

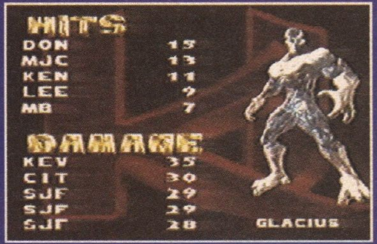
You know that little mini-cartridge slot on the bottom of the Nintendo 64's wondrous controller? Well, that's where you can plug a special 'Memory Pak' that'll let you store game info. In KI Gold you can use this Pak to record all your personalised option settings and controller configuration, as well as your in-game combat statistics.



HITS	
CIT	15
CS	13
ABN	11
TW	9
DON	7

DAMAGE	
SJF	41
KEV	35
CIT	30
SJF	28
SJF	27

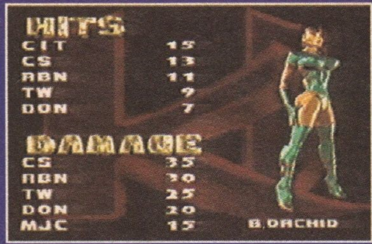
JAGO



HITS	
DON	15
MJC	13
KEN	11
LEE	9
MB	7

DAMAGE	
KEV	35
CIT	30
SJF	29
SJF	29
SJF	28

GLACIUS

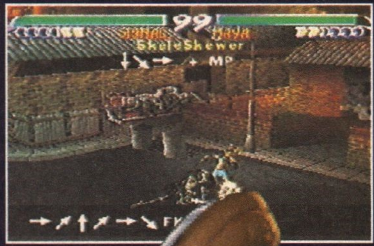


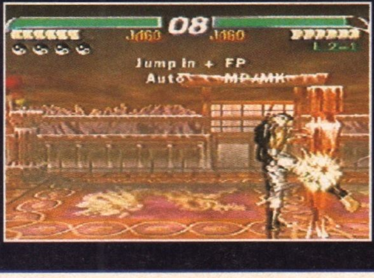
HITS	
CIT	15
CS	13
ABN	11
TW	9
DON	7

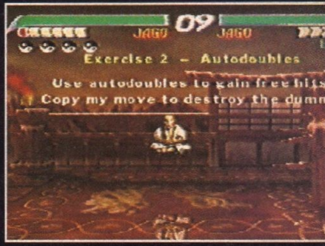
DAMAGE	
CS	35
ABN	30
TW	25
DON	20
MJC	15

B.ORCHID

99
eleport. Requires a skull
+ Any Kick
earing Skull. Requires a skull
+ Any Kick
Super Moves
Grim Reaper
+ FP
Super Searing Skull
+ FK

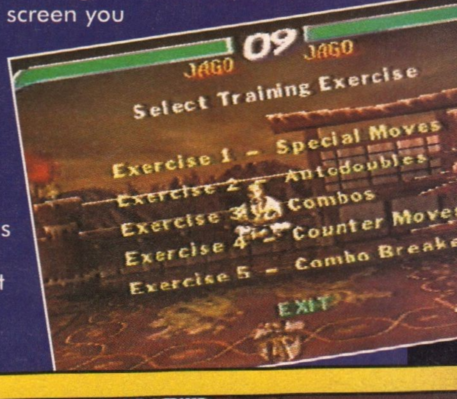

99
SPINAL
MAYA
SkeleShewer
+ MP
FK

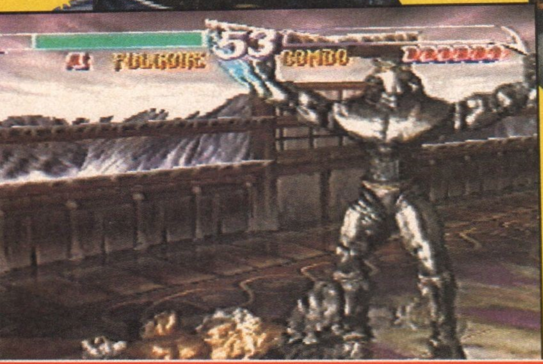

08
JAGO
JAGO
Jump in + FP
Auto MP/MK


09
JAGO
JAGO
Exercise 2 – Autodoubles
Use autodoubles to gain free hits
Copy my move to destroy the dumm

PRACTICE! PRACTICE! PRACTICE!

If you're new to the KI phenomenon, fear not – KI Gold has several features designed to bring KI novices up to speed, and fast. From the title screen you can access a 'Training' mode, in which a floating tutor will give you full copious detailed instructions on how to perform your selected fighter's special moves and combo linkers. There's also a special 'Practice' mode where you can try out your newly-acquired skills against a static opponent.


09
JAGO
JAGO
Select Training Exercise
Exercise 1 – Special Moves
Exercise 2 – Autodoubles
Exercise 3 – Combos
Exercise 4 – Counter Moves
Exercise 5 – Combo Breake
EXIT

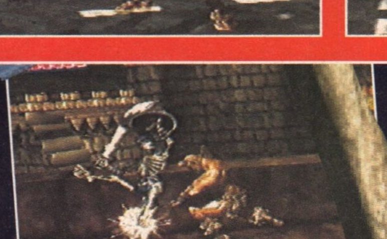

53
FULGORE
COMBO

93
JAGO
ORCHID
MANUAL
TRIPLE

83
SABREWULF
JAGO

63
SABREWULF
JAGO

63
SABREWULF
JAGO



WANNA KNOW A SECRET?

Rare is remaining tight-lipped about the secrets hidden within the KI Gold cart. It's fairly certain there's some sort of special code that'll let you play as Gargos – after all, there was in the coin-op. However, we've no idea whether there are any hidden characters. When we asked the man at Rare about it, he just smiled enigmatically. Make of that what you will...

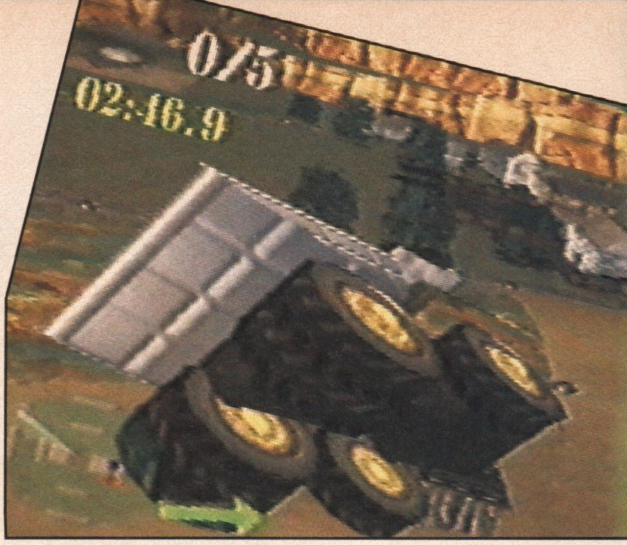
65
SABREWULF
ORCHID

65
SABREWULF
ORCHID

65
SABREWULF
ORCHID

Due for US release at around the same time as KI Gold is the visually splendiferous and highly original Blast Corps. If you loved playing with Tonka toys when you were a nipper, then you'll go absolutely ga-ga over this mechanised orgy of destruction!

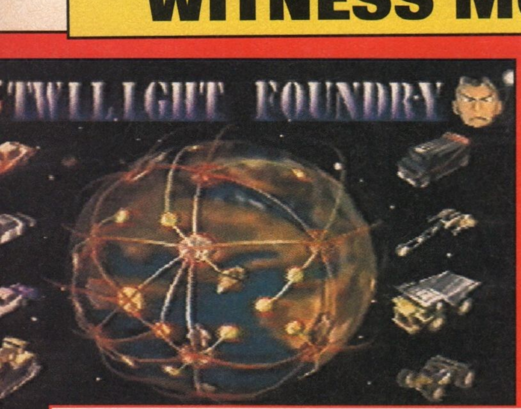
It's easy to spot Killer Instinct Gold's basic gaming roots – it's a clear descendant of classic beat-'em-ups from the past such as Street Fighter 2 and Mortal Kombat. However, much as we wracked our pickled brains, we couldn't think of anything that's even remotely like Blast Corps. Yup, this is a true original, a rollicking romp whose eye-bursting violence conceals a game of surprising subtlety and intelligence. Another Rare classic is about to be born...

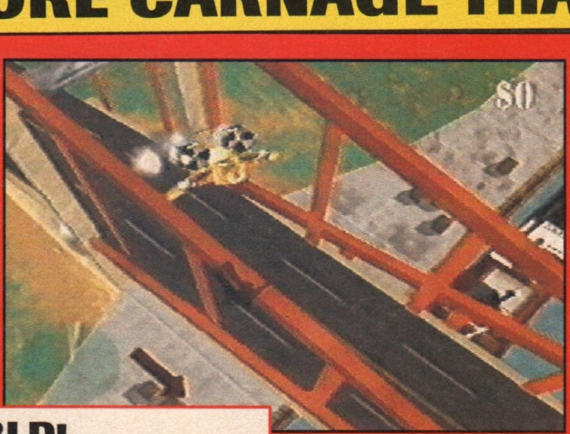


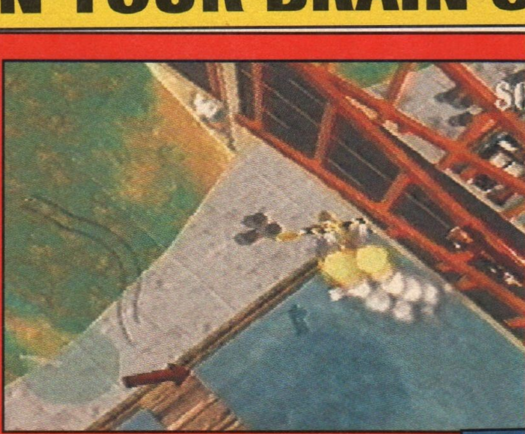
BLAST COR

RARE'S SMASH-'EM-DOWN EXPLODES ONTO TH

WITNESS MORE CARNAGE THAN YOUR BRAIN C

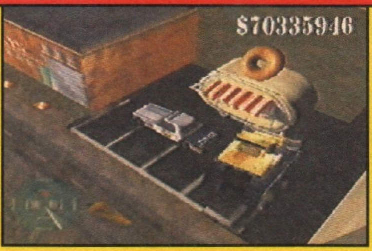


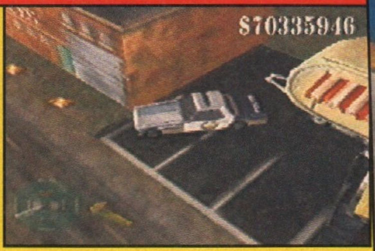


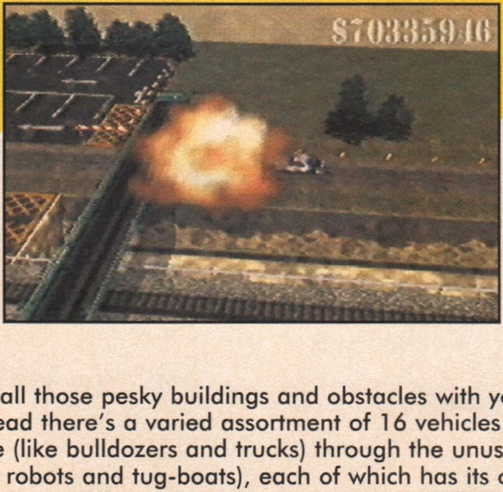


BEEN AROUND THE WORLD!

As you'll probably already know, Blast Corps' novel scenario concerns an automated nuclear missile carrier that's gone loco. As the carrier trundles unchecked across the countryside, you – a crack demolitions expert – have to clear away any buildings or obstacles in its path, 'cos one bump spells instant irradiated death for everyone within a 10-mile radius! In total the game offers 57 levels set all over the world to explore – that should be more than enough frantic building-levelling for anyone!







TEST DRIVE ONE TODAY!

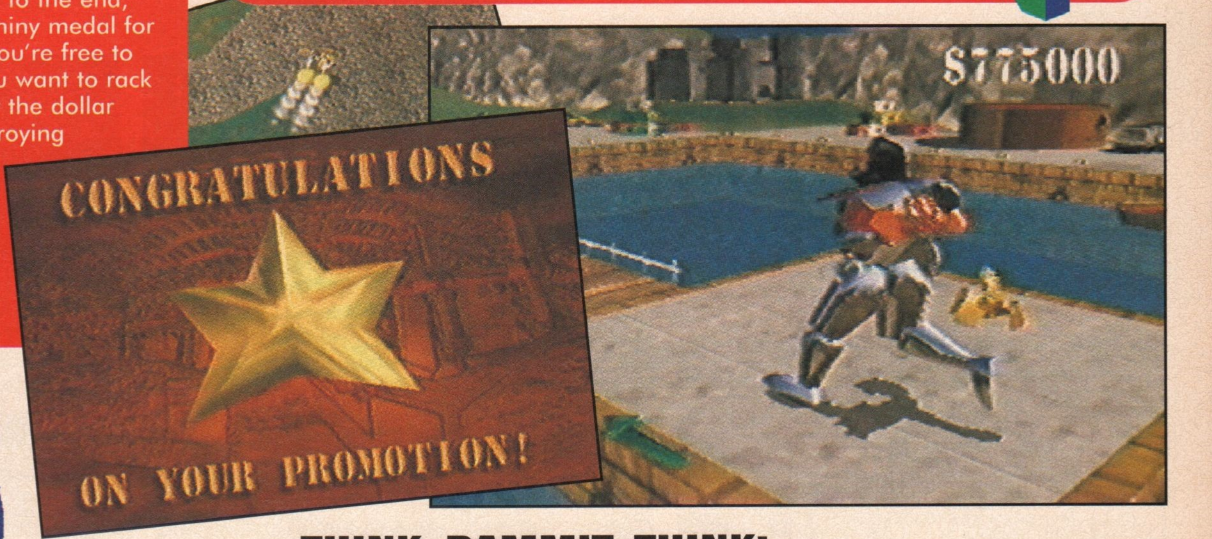
Of course, you're not expected to knock down all those pesky buildings and obstacles with your bare hands! That'd be silly, wouldn't it? Oh no, instead there's a varied assortment of 16 vehicles that you can commandeer, ranging from the predictable (like bulldozers and trucks) through the unusual (like police cars and trains) to the plain bizarre (like robots and tug-boats), each of which has its own unique way of bashing down the buildings. Every level features between two and six types of vehicle, each hidden somewhere on the landscape. Once found, you can swap between them at will simply by hopping into the driver's seat.

GAME DATA

- GAME: BLAST CORPS
- BY: RARE
- RELEASE: NOVEMBER (USA)
- GAME TYPE: KNOCK-'EM-DOWN
- PLAYERS: 1
- SYSTEM: NINTENDO 64

GIVE THAT GUY A MEDAL!

Manage to protect the missile carrier as it trundles from the start of a level to the end, and you'll be rewarded with a shiny medal for completing the task. However, you're free to re-enter the levels whenever you want to rack up bonus points (represented by the dollar value of damage done!) by destroying non-essential buildings or by activating the 100 Radiation Dispersal Units – tiny amber dots – dotted around the landscape. And as you earn medals and points, your ranking within Blast Corps increases.



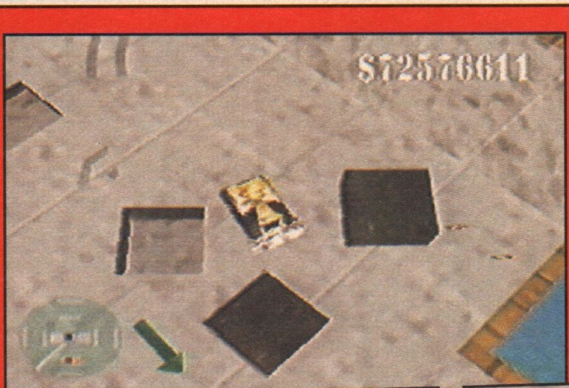
RPS

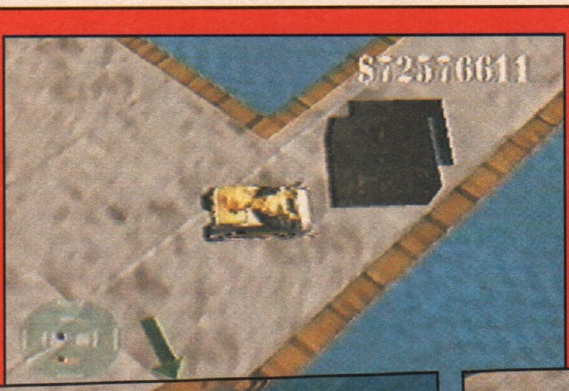
E NINTENDO 64!!

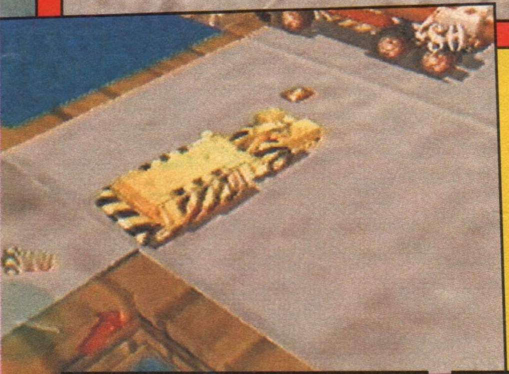
CAN HANDLE!!

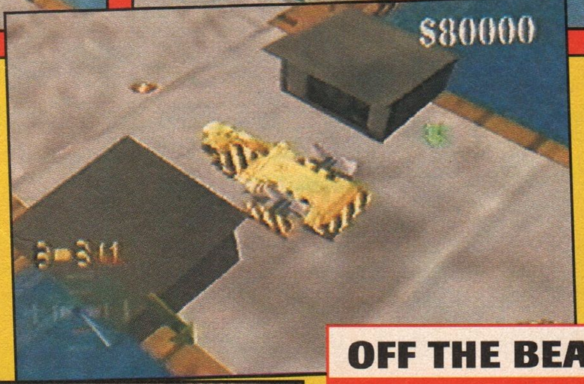
THINK, DAMMIT, THINK!

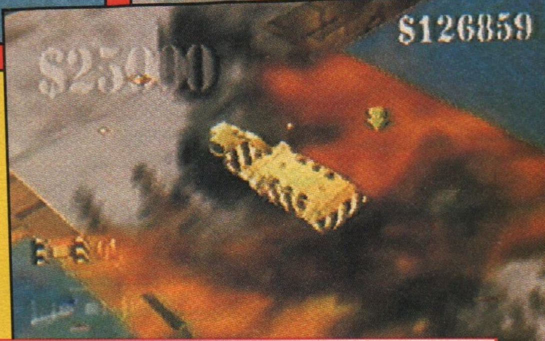
As you progress through Blast Corps, the mindless albeit fantastically entertaining violence of the early levels gives way to more cerebrally-challenging tasks. Indeed, the game takes on an almost 'action puzzle' angle, as you're forced to use your bonce to work out how to bridge rivers and ravines, or how to get a crate of TNT across the landscape so that you can use it to demolish a particularly stubborn erection.









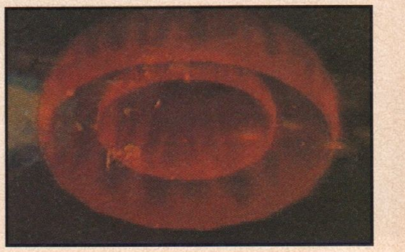


OFF THE BEATEN TRACK!

Each level is worth re-exploring over and over again as they all contain many hidden bonuses and secret areas. Particularly worth keeping an eye out for are tiny Communication Centres which, once activated, open up pathways to special bonus levels on the main world map. These bonus levels provide light, points-mongous relief from the crashing, bashing n' smashing, offering you the chance to do all manner of crazy stuff, including racing bulldozers!

JUST FOLLOW THE ARROWS!

Luckily for the player, the buildings lying in the missile carrier's immediate path are highlighted with pulsating arrows, and if the carrier starts getting too close to them you'll be alerted to the danger by a piercing siren. If this happens it's best to switch to the top-down satellite view of the action, as this'll help you get your bearings and so reach the trouble spot quicker.



MIND THE TREES!!

Given that the vehicles in your command can level skyscrapers and decimate whole cities, you'd think nothing could stand in their way. But you'd be wrong. Yes, the Blast Corps staffer's biggest nightmare is a clump of trees because they're totally indestructible and therefore impassable!

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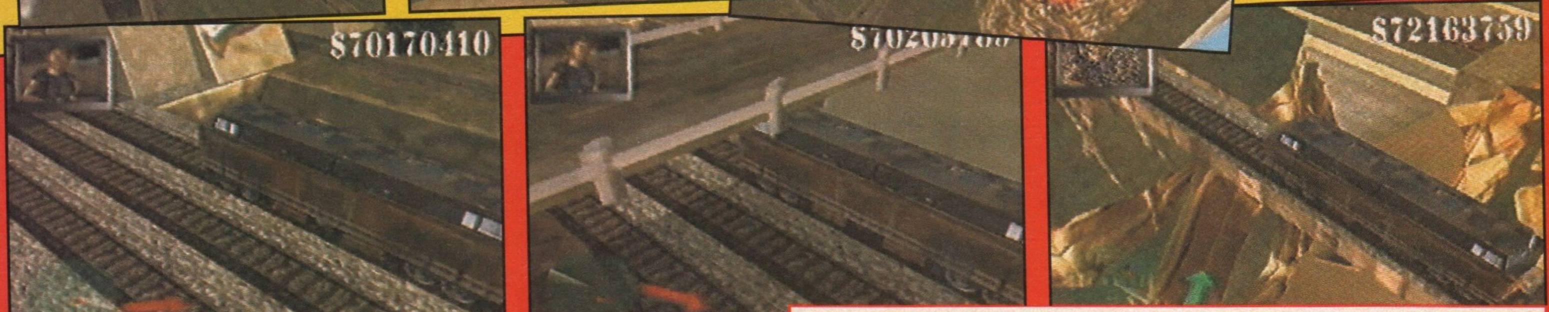
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NEVER GIVE UP!

Blast Corps' 57 levels are split into three 'stages', and within each stage you have total freedom to travel between any of the global hot spots. As well as the building bashing, each stage has its own overall objective that has to be completed before you can move on. For example, in the first stage you have to find and rescue six scientists, each of whom is hidden away on one of the levels.

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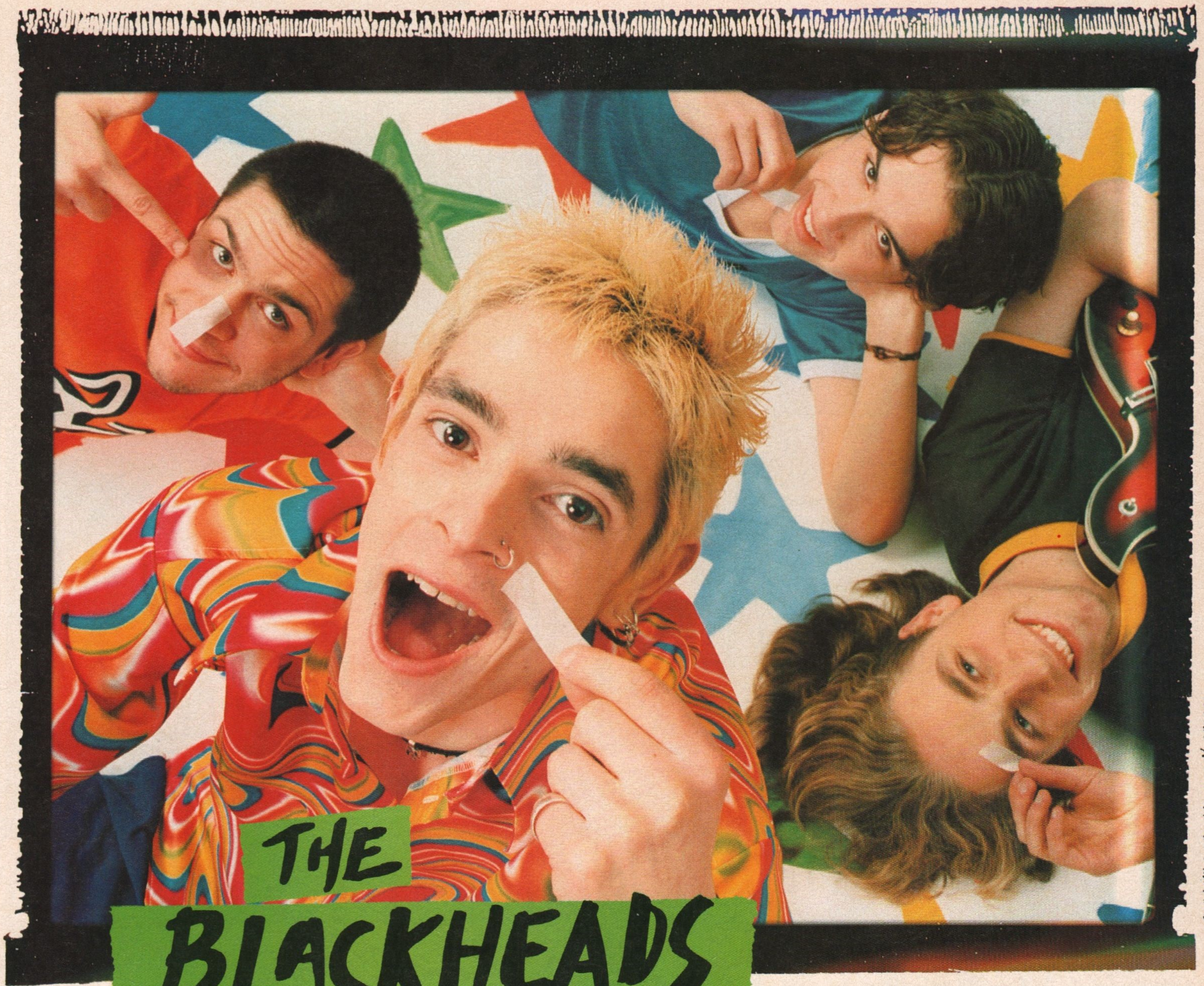
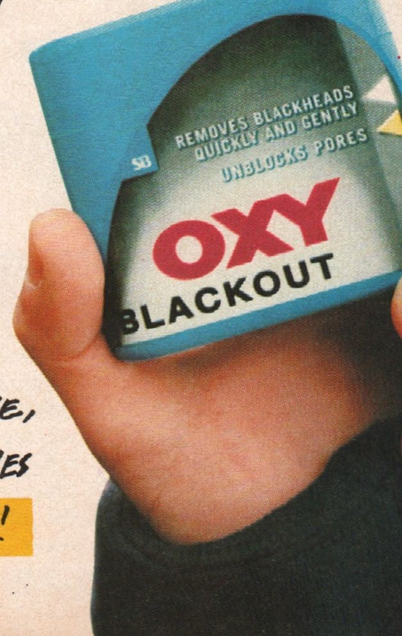

THE
BLACKHEADS

OUT NOW ON TAPE.

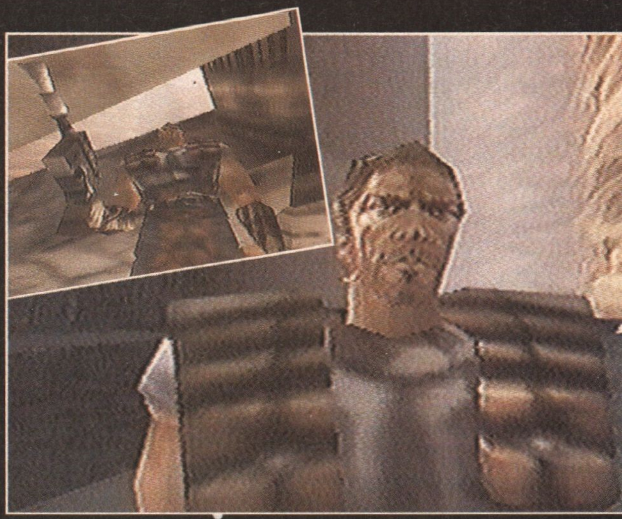

REMOVES BLACKHEADS
QUICKLY AND GENTLY
UNBLOCKS PORES
SB
OXY
BLACKOUT

IF YOU'RE SERIOUSLY INTO BLACKHEADS, AND YOU'D RATHER NOT BE, CHECK OUT NEW OXY BLACKOUT. IT HAS SPECIAL STICKY TAPES THAT LIFT OUT BLACKHEADS GENTLY. BLACKHEADS? OXYCUTE 'EM!

OXY AND OXYCUTE 'EM! ARE TRADE MARKS.

ALERT! If you're an avid Star Wars fan of a nervous disposition then stop reading now, 'cos the amazing pics contained within this exclusive Work In Progress could cause your liver to shrivel and your ears to bleed! Don't say we didn't warn you...

It's well over six months since we first unveiled LucasArts' Star Wars: Shadows Of The Empire to you, the lucky readers of NMS. And now, thanks to our unbeatable contacts in the software 'biz', we've scooped everyone once again with these all-new shots of the N64 game every red-blooded Star Wars fan is feverishly panting for. Since the E3 in May the game has evolved greatly; not only are there far more levels ready for viewing (as the shots on these pages testify), but those we've seen before are now much slicker, boasting more detailed texture mapping and faster, smoother gameplay. The Force is most definitely with this game!

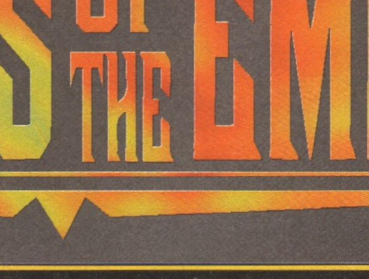


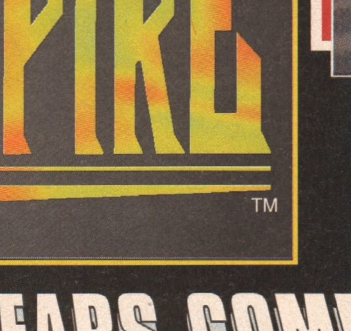
STAR WARS
SHADOWS OF THE EMPIRE™

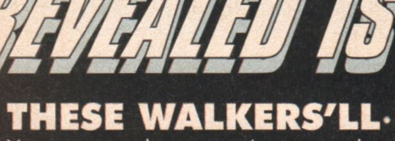
LUCASARTS' STUNNING N64 TITLE NEARS COM
REVEALED IS AN EPIC EVERY STAR WARS FAN W

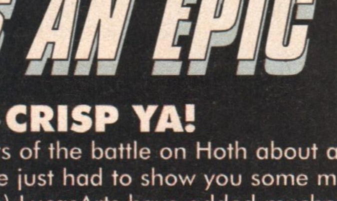
THESE WALKERS'LL CRISP YA!

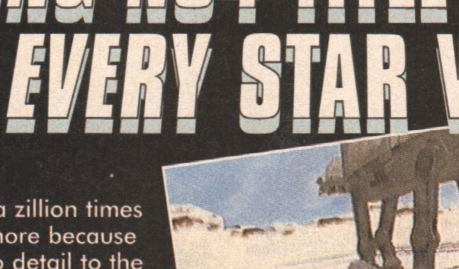
Yes, yes, we know you've seen shots of the battle on Hoth about a zillion times before (well, twice, actually), but we just had to show you some more because (a) they look absolutely *stunning*, (b) LucasArts have added mucho detail to the textures, making the Imperial forces look even more menacing and realistic, and (c) there are some new gameplay enhancements, most radically the ability to trip up the Walkers using your Snowspeeder's tow cable – just like in the movie!

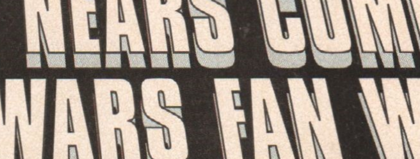


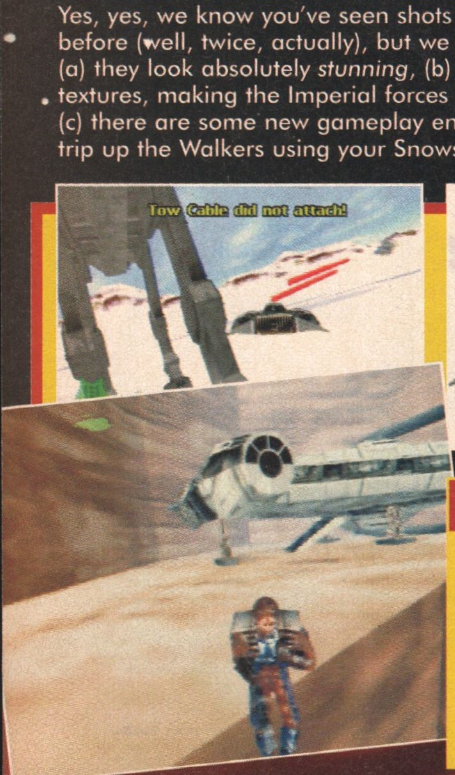












AN ON-FOOT SOLDIER!

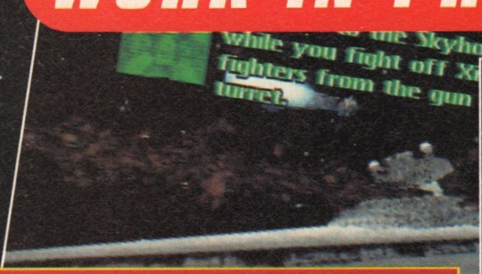
The majority of the game's 12 levels consist of first person exploration as the hero, Dash Rendar (crap name!), infiltrates Imperial and Black Sun installations everywhere from the icy wastes of Hoth to the scorched deserts of Tatooine and battles full-3D polygon baddies. These bits are superb, with the player able to look up and down as well as left and right courtesy of the controller's 3D Stick. In fact, it's all so cool that it makes even Quake on the PC look shabby!

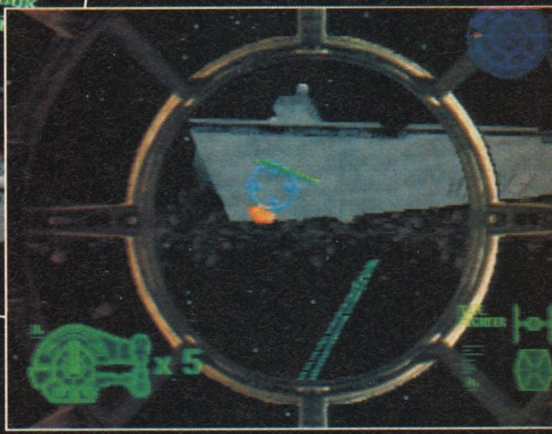
GAME DATA

- GAME: SHADOWS OF THE EMPIRE
- BY: NINTENDO
- RELEASE: DECEMBER (USA)
- GAME TYPE: ACTION ADVENTURE
- PLAYERS: 1
- SYSTEM: NINTENDO 64

CUTTING A DASH!

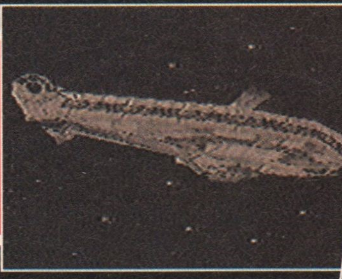
Throughout the game the player is offered several different views on the action. For example, in the Quake-y bits you can play as if you're either looking through Dash's eyes or in a 'camera' floating just behind his head. Likewise, in the Snowspeeder, Speederbike and Outrider sections you can either enjoy the view from the driver's seat or get the bigger picture from a rear-positioned chase camera.

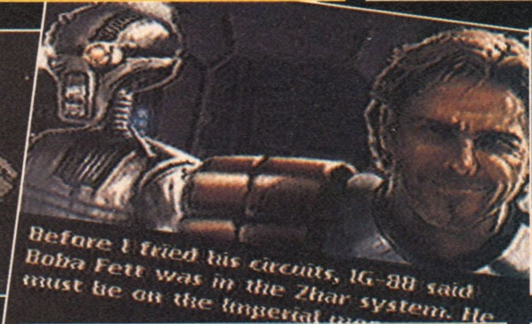




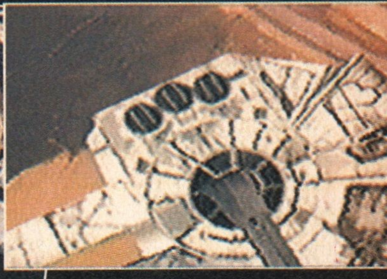
A TALE FROM THE STARS!

Star Wars: Shadows Of The Empire's various sections are linked by dramatic cutscenes telling the story of Dash and the Rebels exciting battles against not only Darth Vader and the forces of the Empire, but also criminal overlord Xizor and his Black Sun organisation. These cutscenes mix painted art of the characters with 3D sequences of ships in-flight, and they look tops.



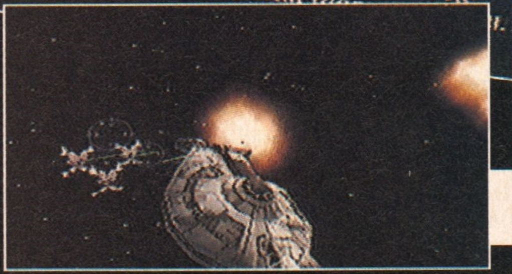


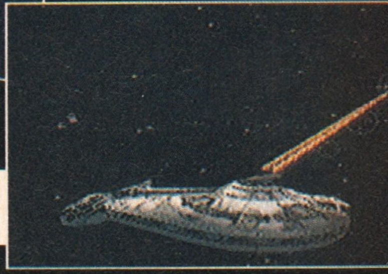
Before I fried his circuits, IG-88 said Boba Fett was in the Zhar system. He must be on the imperial



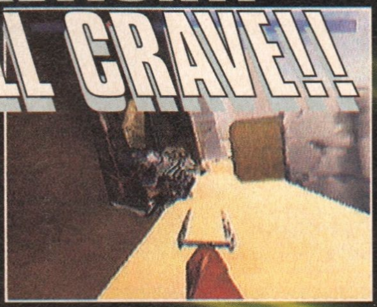
THE TIES THAT BIND!

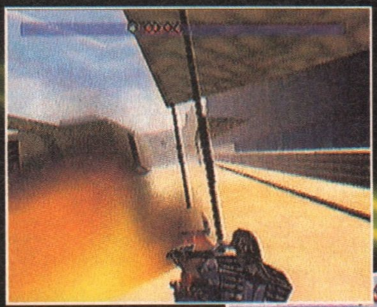
Acting as light relief from all that strenuous running about are simplistic 3D shoot-'em-up segments, in which you (or rather, Dash) man the gunnery turrets of Rendar's ship, the Outrider, and zap wave after wave of attacking TIE Fighters and TIE Bombers. Although you have to rely on your own dexterity and turbo-lasers to survive, you also have a small complement of proton homing torpedoes to help you out of those really tight spots.

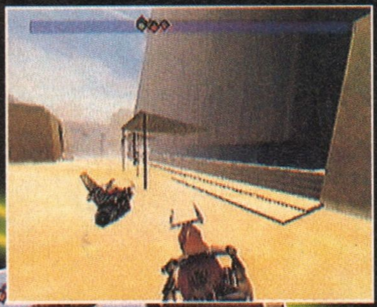


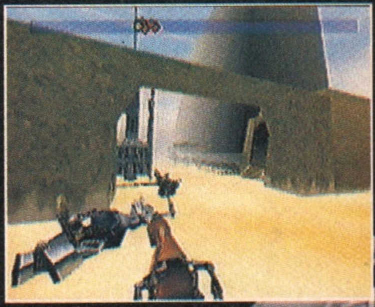


PLETION!!
ILL CRAVE!!



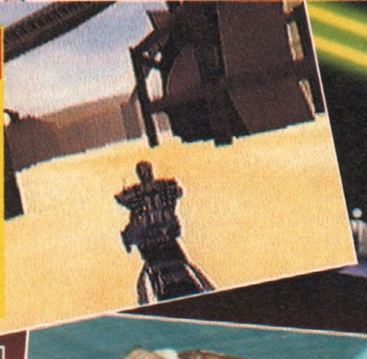


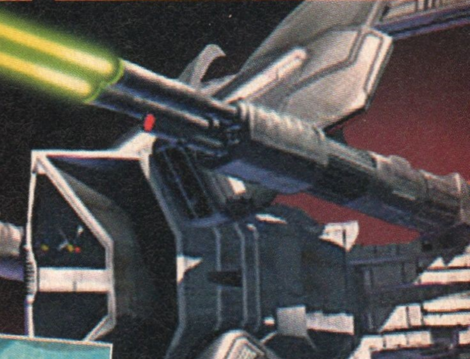


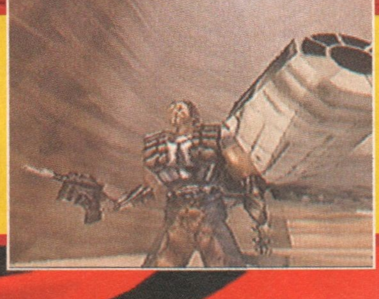


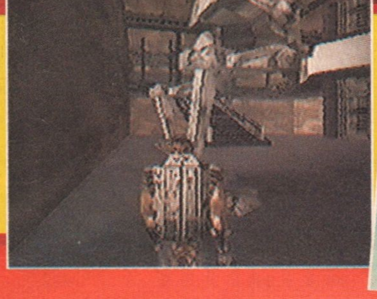
CYCLE MANIA!

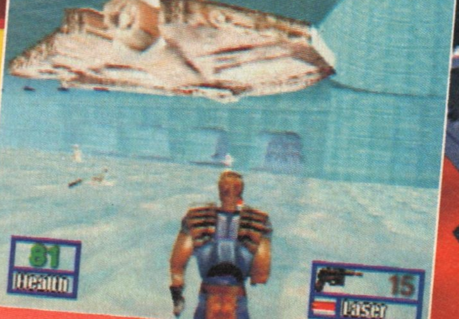
Variety is SW:SOTE's middle name – each level offers a brand new challenge to the player, forever keeping them on their toes. In this section, for instance, Dash hops onto a Speederbike and gives chase to Jabba the Hutt's henchmen as they zip through the crowded streets and alleys of Mos Eisley, with the idea being to knock each enemy biker out of the picture by ramming them. You won't believe the speed and fluidity of this section until you experience it. What a rush!











100
Laser
100
Health
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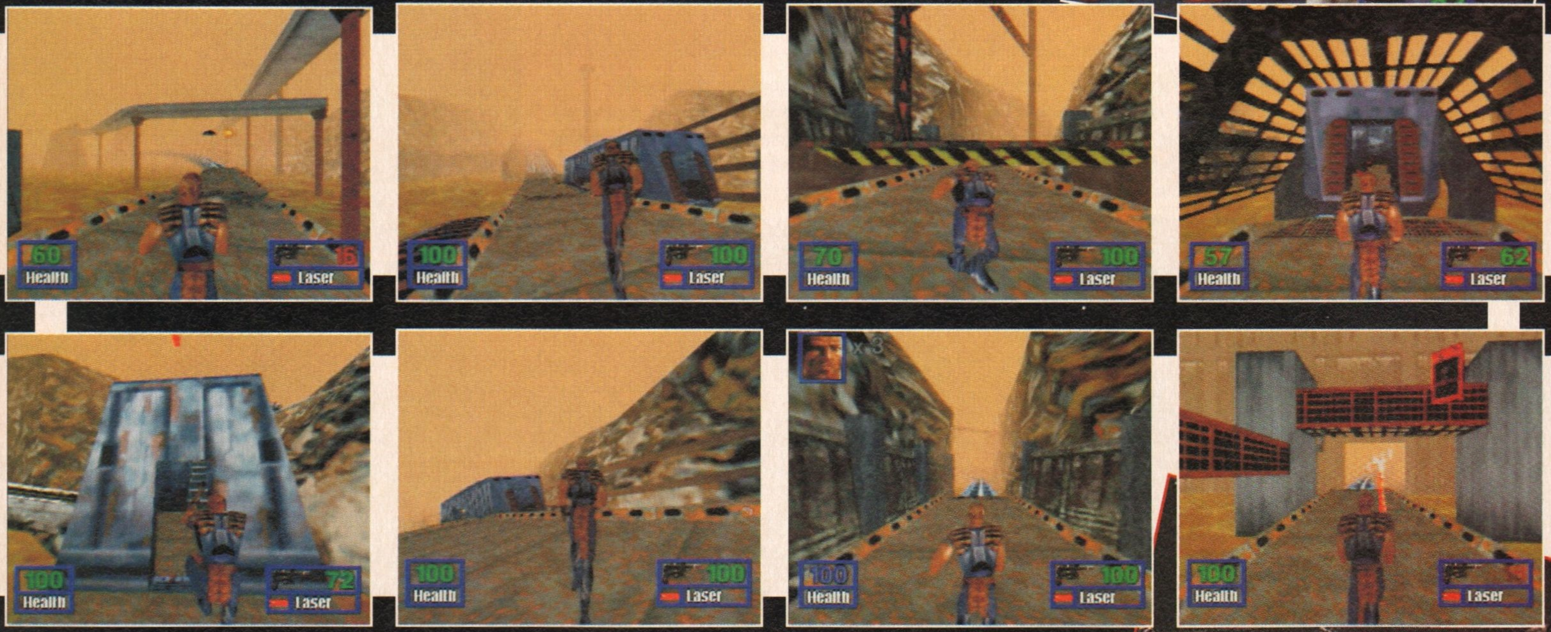
Health

TRAIN STRAIN!

Later in the game Dash attempts to infiltrate an enemy base by hitching a ride on an automated cargo transporter. Essentially this a 3D take on the 'minecart' levels normally found in any self-respecting 16-bit platform game; Dash has to duck and jump barriers as the transporter trundles beneath them, and fry any security droids that swoop down and attack.



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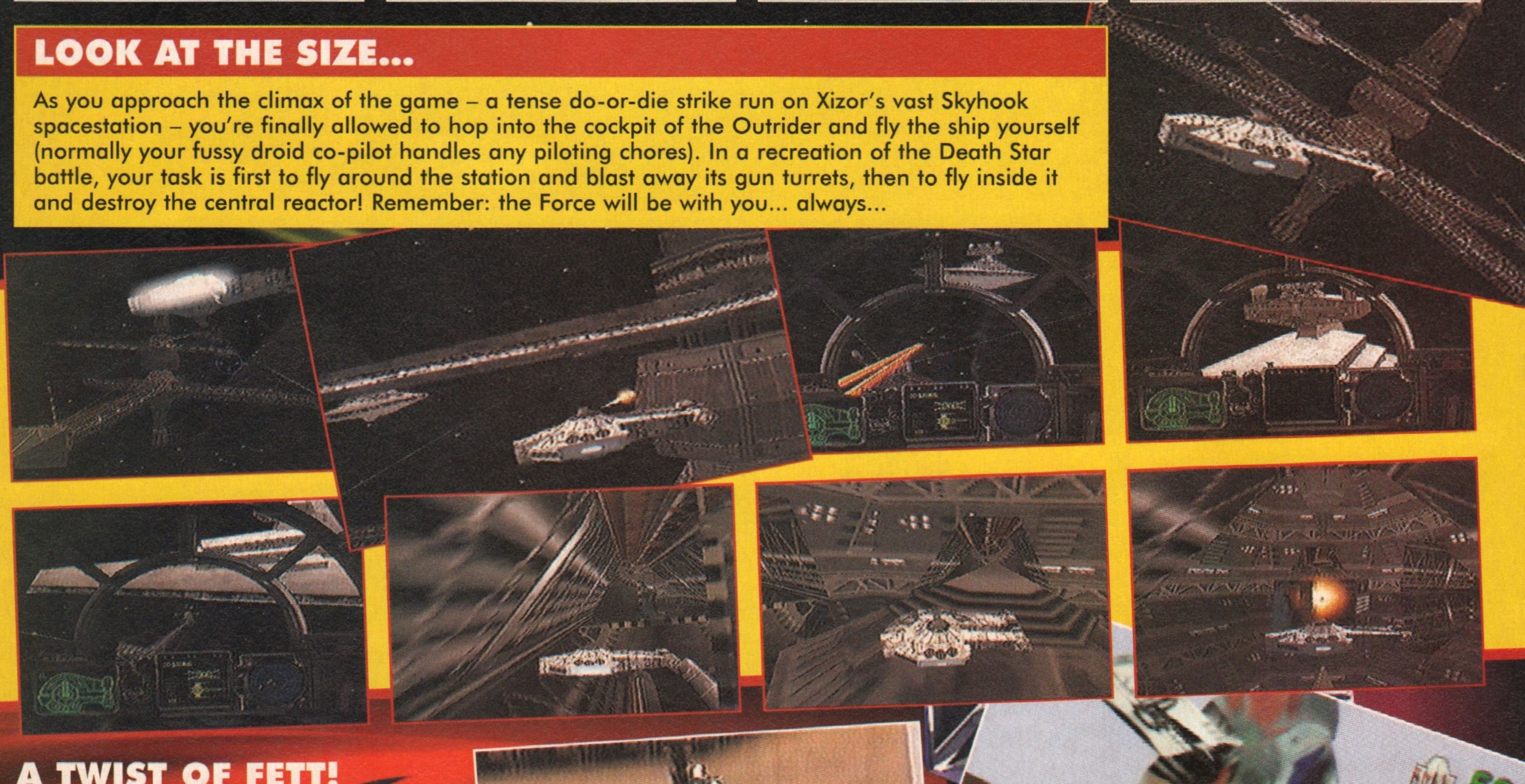
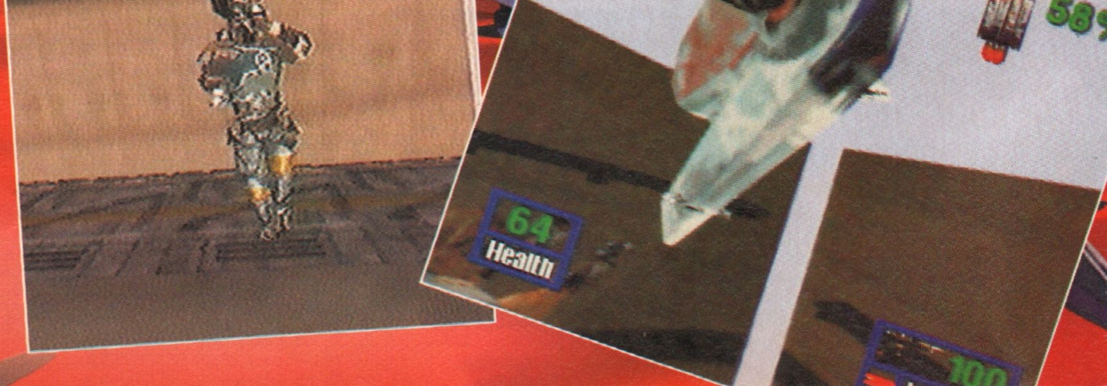
LOOK AT THE SIZE...

As you approach the climax of the game – a tense do-or-die strike run on Xizor's vast Skyhook spacestation – you're finally allowed to hop into the cockpit of the Outrider and fly the ship yourself (normally your fussy droid co-pilot handles any piloting chores). In a recreation of the Death Star battle, your task is first to fly around the station and blast away its gun turrets, then to fly inside it and destroy the central reactor! Remember: the Force will be with you... always...



A TWIST OF FETT!

Each Quake-style section culminates in a battle against an impressive 'boss' monster; in the Rebel base on Hoth it's a Scout Walker, while on Tatooine it's the galaxy's most feared bounty hunter, Boba Fett! You have to be pretty sharp to survive this encounter: the Fett-ster's jet-pack makes him extremely hard to shoot. And even when you do zap him from the skies, he retreats to the safety of Slave 1, his spaceship, and comes gunning for you again! Hey, that's not fair!



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SPECIAL COMPO!

Oh, so you think you're hard, do you? I bet you're the sort of geezer who reckons that they could single-handedly take on all the warriors from Street Fighter, Mortal Kombat and Killer Instinct and still emerge totally unscathed! Well, perhaps you won't feel so tough if you win this month's exciting compo...

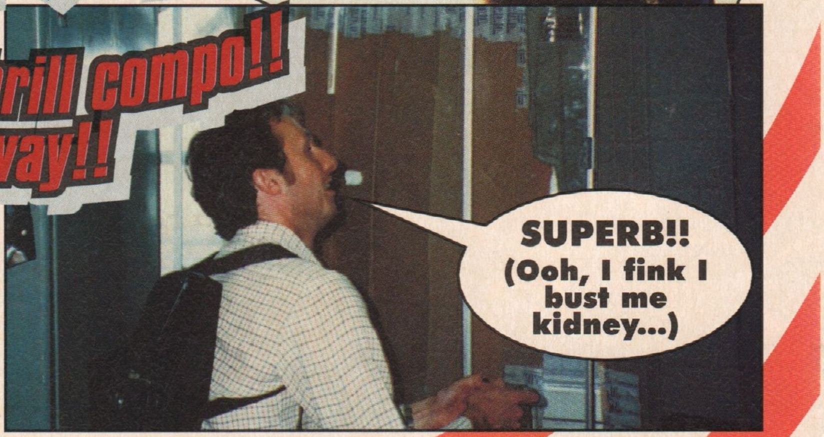
The amazing Interactor backpack from Aura is a new gizmo for the Super NES and other consoles. Once strapped onto your back it vibrates in synch to the game action, so you can actually feel all the explosions and punches as they happen on-screen! The Interactor, priced at £69.99, allows players to experience 'virtual body harm', so when Spinal smacks you with his mighty sword you'll really know about it!

GOOD VIBRATIONS!!

Win an Aura Interactor in this brill compo!! We've got eight to give away!!

ACHY! SHAKY! SMART!

As well as bringing a new dimension to gameplay, the backpack can also work with all major Hi-Fis and TVs, so listening to your favourite band or watching a movie becomes a totally new spine-shakin' experience. In fact, poor old Shaun made the mistake of wearing the Interactor when listening to his favourite Kiss album and he hasn't stopped quivering for three days!


SUPERB!! (Ooh, I fink I bust me kidney...)

AURA
INTERACTOR
VIRTUAL REALITY GAME WEAR
THE MACHINE TH
SHOOK AMERICA

LET'S RUMBLE!

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Q. What scale is used to measure the strength of an earthquake?
(a) The Richter scale
(b) The Rorschach scale
(c) The Bathroom scales

If you know the answer, scribble it down on the back of a postcard or a sealed envelope and send it to:

WHOLE LOT OF SHAKIN' GOIN' ON! Compo,
NMS, Priory Court,
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All entries must reach us by November 14th, 1996, when the eight lucky winners will be plucked from Shaun's quaking Levis.

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The names of the winners will be printed in our advertisement in next months issue of Nintendo Magazine System

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But first you have to answer this question!

Who is MARIO'S brother in the game Super Mario?

a) **Tarzan**
b) **Luigi**
c) **Orchid**

NAME ....
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ANSWER ....

MAUI MALLARD

CART SPEC
- **BY:** DISNEY INTERACTIVE
- **PRICE:** £54.99
- **RELEASE:** OUT NOW
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 24 MEG

GAME FEATURES
- **NO. OF PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** 'Fraid not
- **CONTINUES:** Loads
- **OPTIONS:** Difficulty/Controls

GAME INFO
- **GAME ORIGIN:** The latest adventure of Donald Duck on the Super NES.
- **GAME DIFFICULTY:** Medium
- **SCORE TO BEAT:** Beat the Test Of Duckhood in Hard.
- **ALTERNATIVES:** Any of the other Disney platformers, Earthworm Jim.

GAME CONTROL
- **CONTROLLER:** Joypad
- **RESPONSIVENESS:** Good

X Switch between ninja/mallard
A Shoot/Swing staff
B Jump
Y Wedge staff
L/R **L:** Select bug/Spin left
R: Select bug/Spin right
S **Start:** Pause
Select: Not used

GAME CREDITS
- **DEVELOPED BY:** DISNEY INTERACTIVE
- **DISTRIBUTED BY:** T•HQ
- **MADE IN:** JAPAN
- **ARTWORK:** © DISNEY

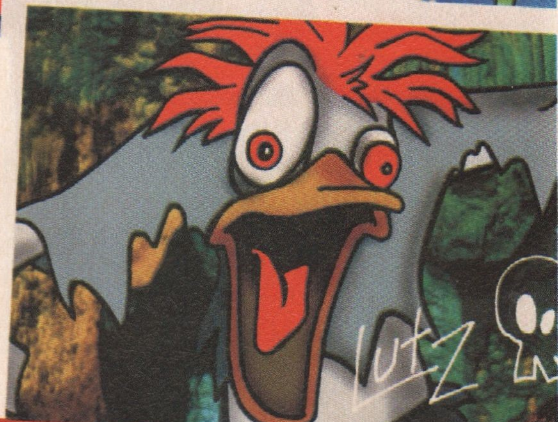
Donald Duck rules – and that's official! After bumbling through several previous Super NES platform games as Mickey's sidekick, the world's most famous duck with a speech impediment has branched out on his own and become a butt-kickin', ninja-thrashin', monster-crushin', gun-totin' super detective on a mission to save the remote island of Maui and the beautiful duckie he loves.

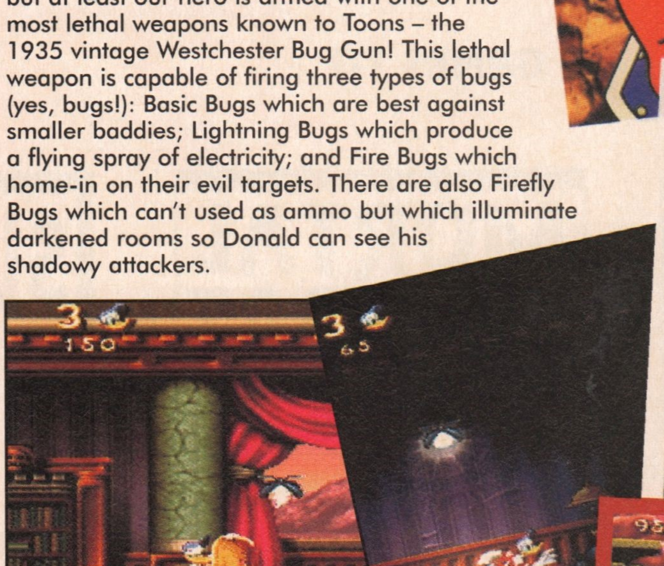
Somewhere between his last pretty platformer and this one, Donald Duck – or Maui Mallard as he now prefers to be known – quit his cutesy cartoon career and became a hard-nosed gumshoe. However, Don soon had enough of being shot at in the big city and fled to Maui in search of peace and tranquility. Big mistake. Within hours of arrival he had fallen in love with a feathered temptress, and the ancient statue of Shabuhm Shabuhm, guardian of the gates of darkness at Maui, had been stolen, unleashing the hordes of hell onto the island. Sounds just like that Club 18-30 holiday I went on last summer...

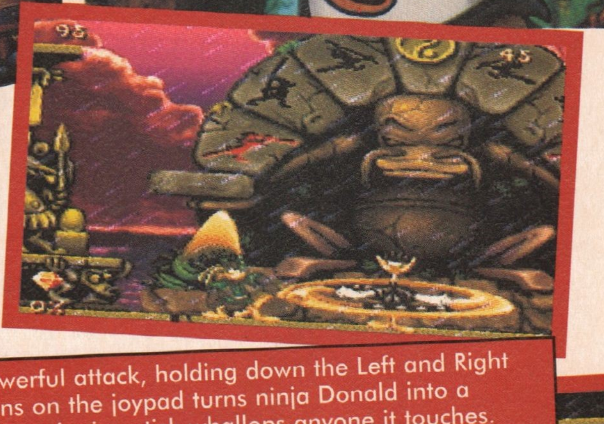
Mr. Mojo Flame Spirit

GUNNING FOR SUCCESS!

On his mission to retrieve the statue, Donald has chosen the Magnum PI detective look – garish Hawaiian shirt and baseball cap, but thankfully no bushy moustache. I would have prefered the suave James Bond look myself, but at least our hero is armed with one of the most lethal weapons known to Toons – the 1935 vintage Westchester Bug Gun! This lethal weapon is capable of firing three types of bugs (yes, bugs!): Basic Bugs which are best against smaller baddies; Lightning Bugs which produce a flying spray of electricity; and Fire Bugs which home-in on their evil targets. There are also Firefly Bugs which can't used as ammo but which illuminate darkened rooms so Donald can see his shadowy attackers.

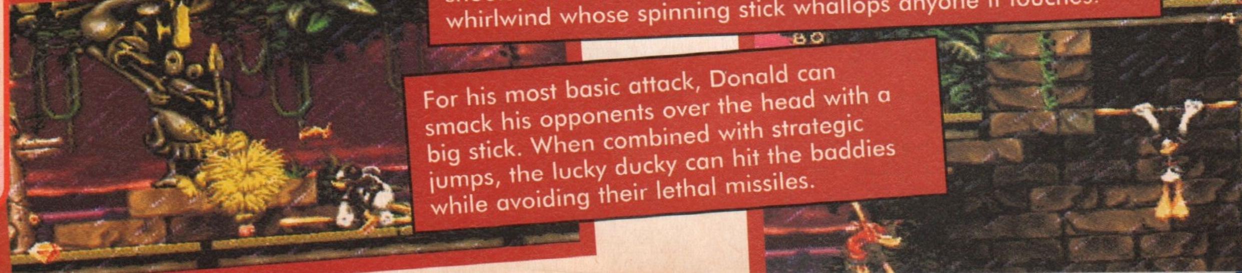

Lutz



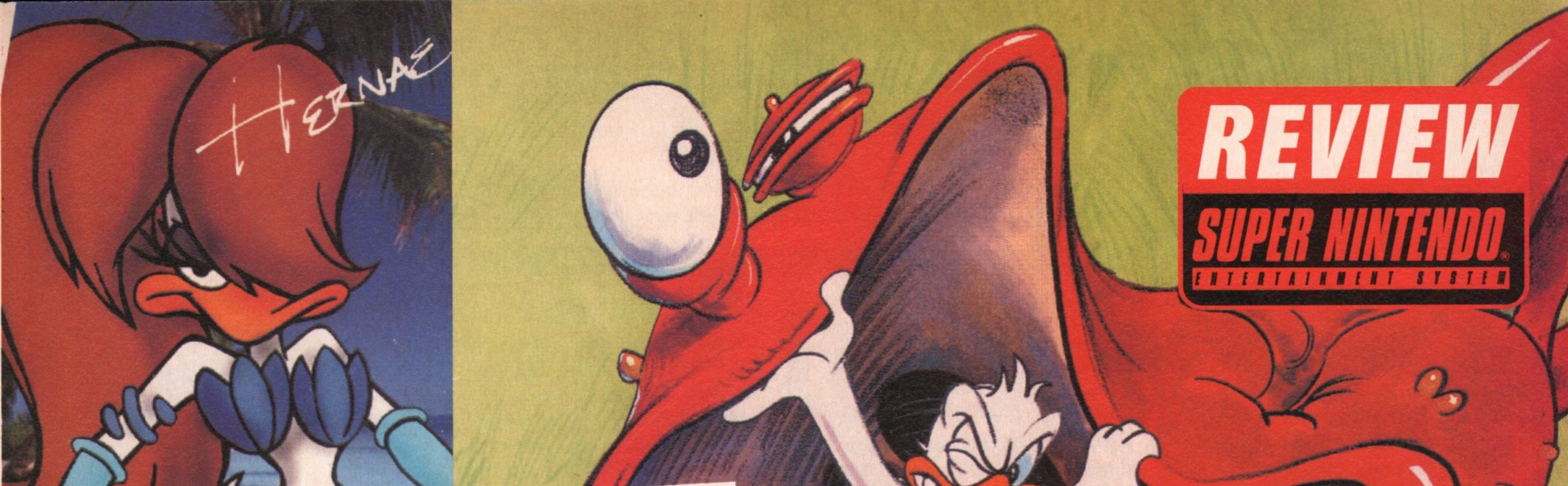


ENTER THE DUCKY!

In addition to his nifty detective disguise, the short-tempered duck can transform himself into a deadly ninja! On Level 2 of his adventure, Donald meets the local witch doctor who transforms him into a ninja with a range of special powers. Take a gander at these...


For a more powerful attack, holding down the Left and Right shoulder buttons on the joypad turns ninja Donald into a whirlwind whose spinning stick whallops anyone it touches.

For his most basic attack, Donald can smack his opponents over the head with a big stick. When combined with strategic jumps, the lucky ducky can hit the baddies while avoiding their lethal missiles.



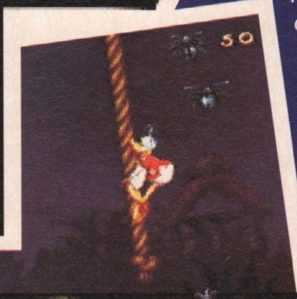
DONALD in MAUI MALLARD

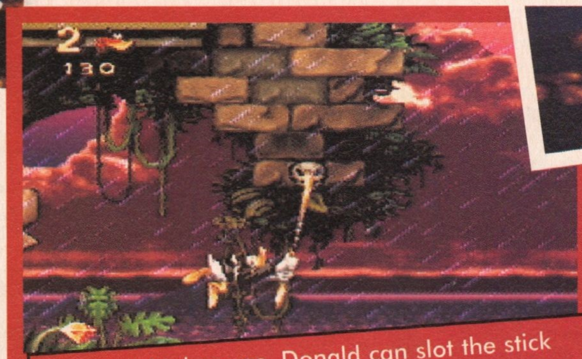
PASSWORD BONUS!

After completing a level of Maui Mallard, you're given the chance to earn a password to skip earlier adventures. In the bonus screen, Donald must use smiling stars to shoot himself onto higher platforms and release six rockets. However, the bonus screen is very large and players may find themselves searching for the final rocket at the wrong side of the screen as the timer runs out. Being a vertical challenge, it is also easy to misjudge the distance between a star and a rocket and fall into the abyss as the clock reaches zero!

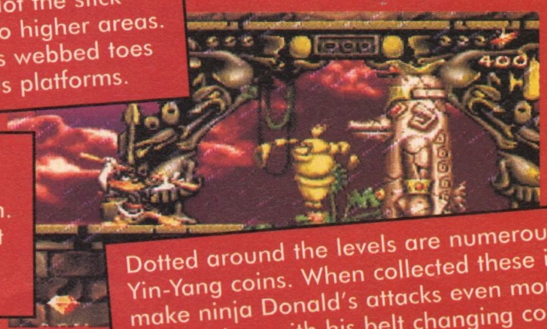
LET'S STICK TOGETHER!

Thankfully, Donald's double personality is more than just a gimmick. In certain areas Donald must switch between persona if he's to reach the end of a level. As a ninja, Donald has to carry the fighting stick in his downy mitts and so he must change into his empty-handed detective character to climb ropes. However, at the top of certain ropes Donald must change back into the ninja so he can use the stick to swing to higher platforms. But where does Donald carry his fighting stick when he's flouncing around in his Hawaiian shirt? Actually, I don't want to know!





To reach high areas, Donald can slot the stick into holes in the walls and swing to higher areas. Again, practice is essential if Don's webbed toes are to catch the edge of precarious platforms.



To edge up narrow shafts, Donald can wedge the stick between walls and shift upwards to a safe platform. However, it takes skill to ensure that Donald reaches the top without falling to his doom.

Dotted around the levels are numerous Yin-Yang coins. When collected these items make ninja Donald's attacks even more devastating, with his belt changing colour to show how powerful he is.

ROUND, ROUND GET AROUND!

To get around Maui, Donald must use a range of special platforms and background features. In Level 1's Mojo Mansion bookcases swing open to transport Donald to other parts of the house, while ceiling fans can be used to glide to out-of-reach treasures. The end of Level 1 also features a huge church organ which blows Donald into the sky as he moves from pipe to pipe. In later levels Donald can climb into ancient statues and use them to smash through brick walls, and in the Sacrifice Of Maui level you can use air currents and huge bubbles to stop Donald from falling into the molten lava.

THE HOODS, THE BADDIES AND THE UGLIES!

In his travels across Maui, Donald is pitted against a horde of nasties who all have crispy duck on the menu.

GHOST BULTERS

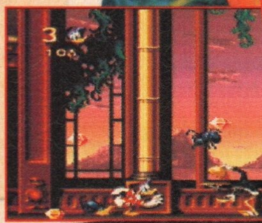
These hunch-backed goons roam Mojo Mansion carrying trays stacked high with deadly beetles. However, after several shots from Donald's Bug Gun they soon disappear in a ghostly puff of smoke.

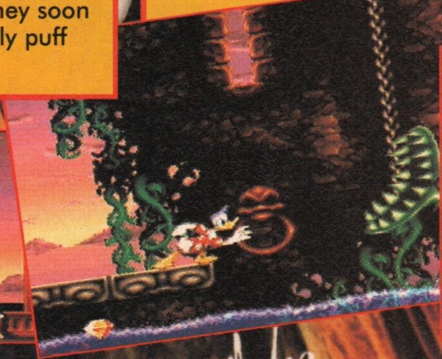
PIRANHAS

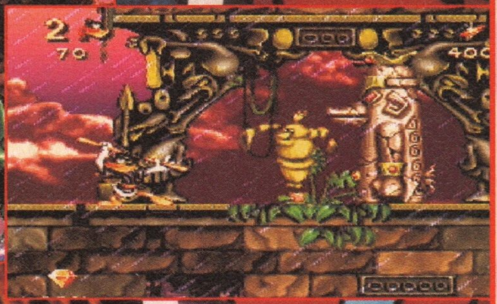
In the watery levels Donald comes under constant attack from these ferocious fish who are intent on a tender slice of duck butt. Just keep jumping and you should be alright!

STRAW DUMMIES

To use the ancient statues to bash through walls, Donald must first defeat a gang of suicidal dummies. However, ninja Donald's spin attack is enough to knock their straw stuffing out.







ENEMY NINJAS

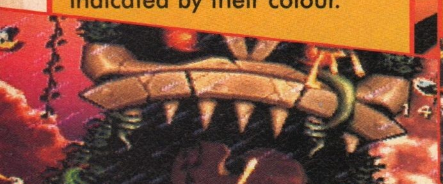
These evil ducks aren't quite as tough as Donald, but can be dangerous if they gang up on our poor hero. The ninjas themselves vary in strength, their skill being indicated by their colour.

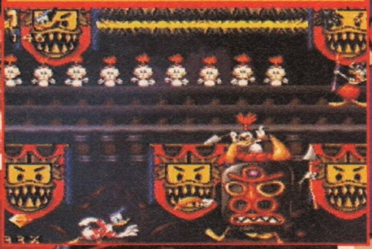
MUDDRAKES

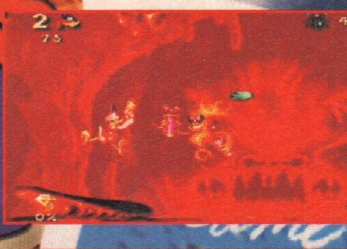
These ugly ducklings shoot arrows at Donald, and hide behind shields to create a boss. Their Witch Doctor even casts a spell which shrinks DD down to a pint-sized detective!

LAVA MONSTERS

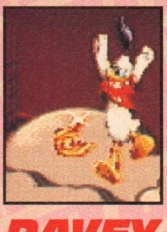
These mysterious creatures live in the underground lava levels and mix bizarre chemicals in test tubes which they hurl at Donald to knock him into the molten lake.







COMMENT



DAVEY

Unlike earlier Disney games which were targeted at a much younger market, Maui Mallard presents a tough challenge for even the most hardened Nintendoids. The game starts slowly to ease you into the action, but it isn't long before puzzle solving, fighting and platform skills are all being called on. However, even though it is more challenging than other Disney games, Maui Mallard has retained the dazzling graphics, cutesy sound and exciting gameplay of earlier releases, allowing an older class of gamer to enjoy playing as one of Disney's most appealing characters.

DISNEY CHALLENGE!

Maui Mallard starts like a typical Disney game for younger gamers, but later levels present challenges which will have even experienced gamers tearing their hair out. One level sees Donald trapped on a narrow platform which is floating on a sea of steaming lava. Before he can move, the lava begins to move up the screen and Donald must steer the platform to avoid being crushed by low ceilings. Timing here is essential because if Donald bumps into the edge of a platform he will bounce off and be squashed by the roof!

COMMENT

DAVE

I'm not a big fan of Disney's cartoon heroes – the antics of Mickey and the gang are just a little too twee for my tastes. In fact, the only one I've really got any time for is Donald Duck, mainly 'cos he's a miserable, irritable old sod – just like me! So therefore I'm please to report that Don's latest platformer is arguably the best Disney licence yet, mainly 'cos the difficulty level is (for once) just about perfect. The big problem with all the other Disney games is that while they look and sound fabulous, they're just far too simplistic (presumably to cater for the younger gamers they're targetted at). Not so Maui Mallard, which offers a challenge everyone will enjoy combined with top-notch presentation and slick playability. All-round excellent!

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	☐
ACTION	■	■	■	■
CHALLENGE	■	■	■	☐
REFLEXES	■	■	☐	☐
ORIGINALITY	■	☐	☐	☐

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	☐
MONTH	■	■	☐	☐
YEAR	■	■	☐	☐

GRAPHICS

86

▲ Large, well-animated characters.

▼ When whacking the baddies with the stick, it's sometimes hard to judge where the pole will actually hit.

SOUND

80

▲ Som entertaining but forgettable tunes.

▼ A few of the spot effects can become tiring when playing the game in the wee hours.

PLAYABILITY

84

▲ Just on the right side of difficult; you'll want to come back for more

▼ The bonus levels are very hard, and it's frustrating if you don't earn the level password

LASTABILITY

84

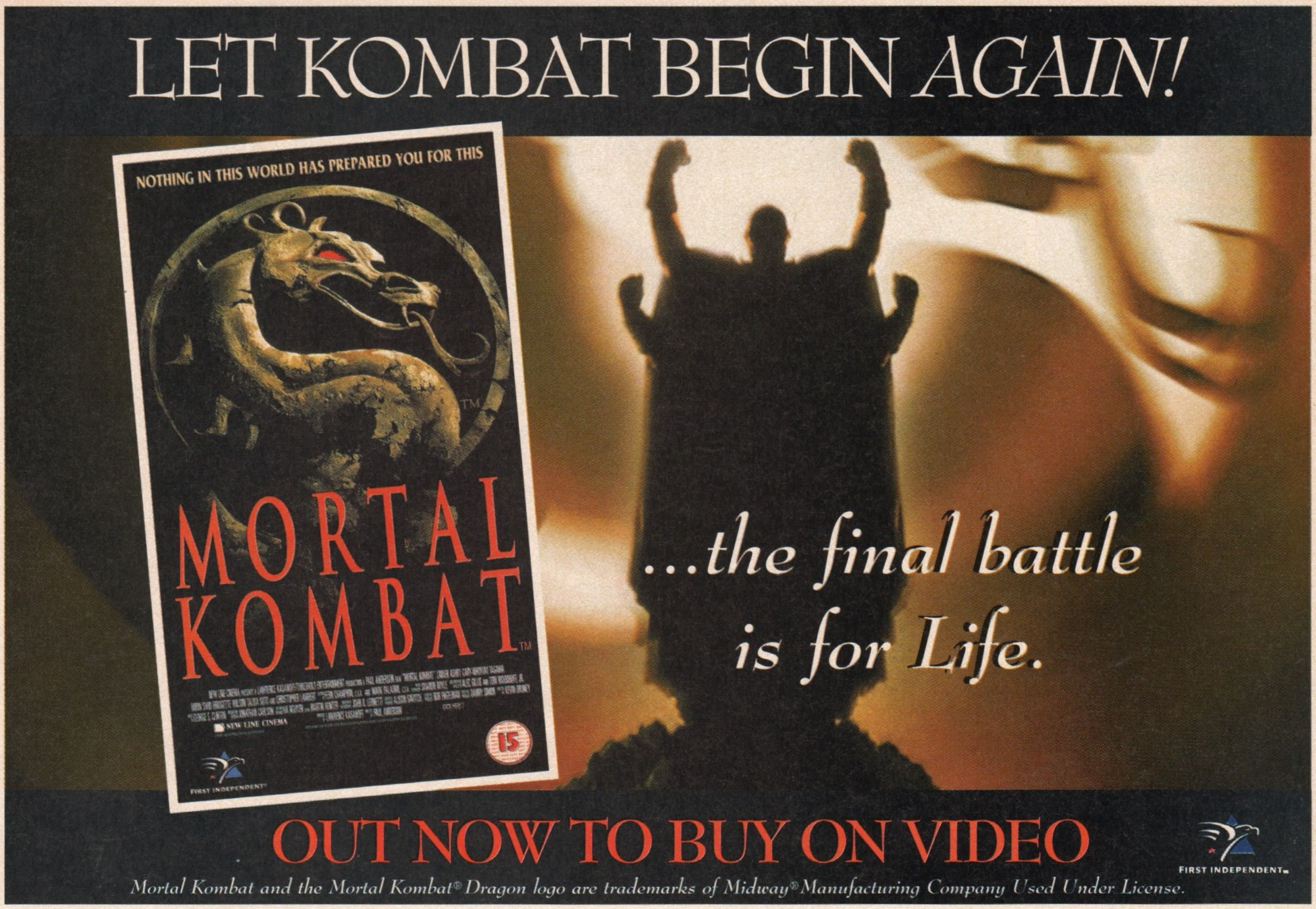
▲ For less experienced players, MM presents a lasting challenge

▼ Although challenging, experienced players will complete this game relatively quickly

OVERALL

87

Maui Mallard offers a little something for everyone – a tough game for the less experienced player, and an entertaining, attractive adventure for older platform fans.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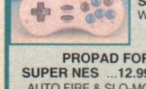

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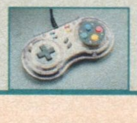

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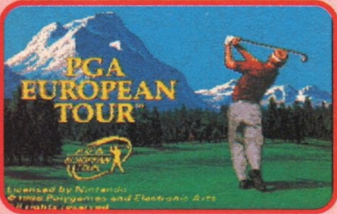

PGA EUROPEAN TOUR

CART SPEC
- **BY:** T•HQ
- **PRICE:** £54.99
- **RELEASE:** NOVEMBER
- **GAME TYPE:** GOLF SIM
- **CART SIZE:** 16 MEG

GAME FEATURES
- **NO. OF PLAYERS:** 1-4
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** Yes
- **CONTINUES:** N/A
- **OPTIONS:** Gameplay modes

GAME INFO
- **GAME ORIGIN:** Originally the preserve of snobs and rich folk, golf is rapidly becoming the 'in' game to take up.
- **GAME DIFFICULTY:** Moderate
- **SCORE TO BEAT:** Five under par at Wentworth.
- **ALTERNATIVES:** Any game with PGA in the title, World Masters Golf, Major Title.

GAME CONTROL
- **CONTROLLER:** Joypad
- **RESPONSIVENESS:** Good

X Draw/fade menu

A Take shot

B Confirm option/View lie

Y Not used

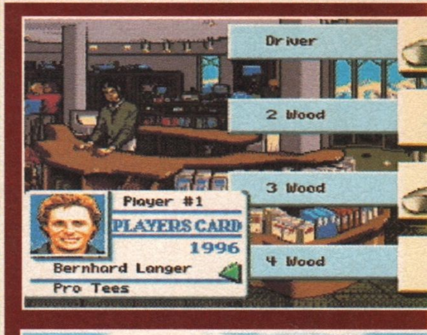
L/R L: Not Used
R: Not Used

S Start: Confirm menu
Select: Not Used

GAME CREDITS
- **DEVELOPED BY:** BLACK PEARL
- **DISTRIBUTED BY:** T•HQ
- **MADE IN:** USA
- **ARTWORK:** © T•HQ

If golf is supposed to be for boring old farts, why is it one of the most popular games ever to grace a 16-bit machine? Who knows? But one thing I can tell you is that the latest PGA incarnation is set for release, and this time it's coming to Europe...

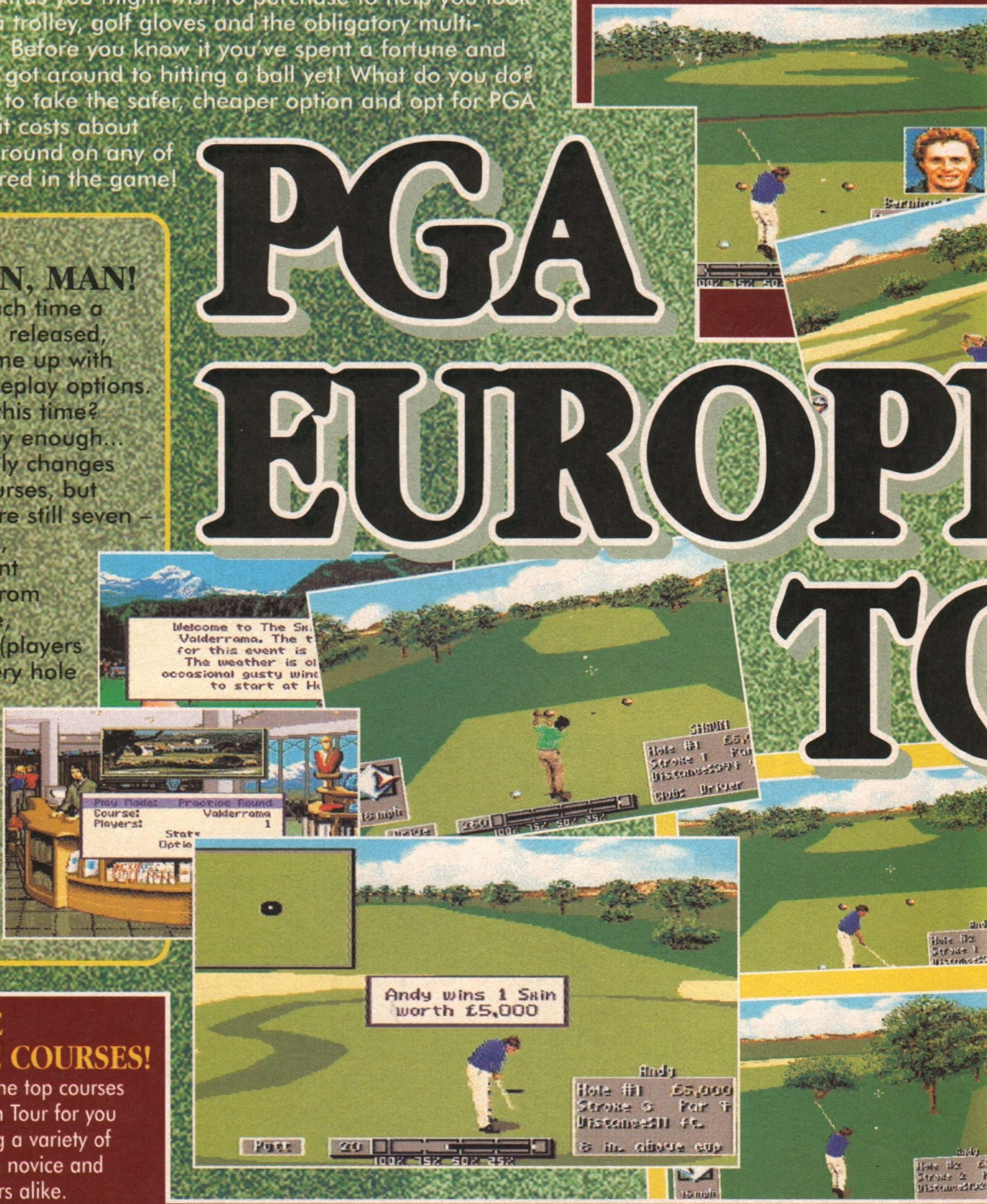
It's never an easy – or inexpensive – decision to take up golf. For a start, you have to buy a decent set of clubs which'll cost a minimum of £200. You'll also require a bag, some balls (which you'll no doubt lose quite quickly) and a pair of shoes. And on top of that there are other extras you might wish to purchase to help you look the par, such as a trolley, golf gloves and the obligatory multi-coloured sweater. Before you know it you've spent a fortune and you haven't even got around to hitting a ball yet! What do you do? Maybe it's easier to take the safer, cheaper option and opt for PGA European Tour – it costs about the same as one round on any of the courses featured in the game!


Driver
2 Wood
3 Wood
4 Wood
Player #1
PLAYERS CARD
1996
Bernhard Langer
Pro Tees

PGA EUROP
TO

GIVE ME SOME SKIN, MAN!

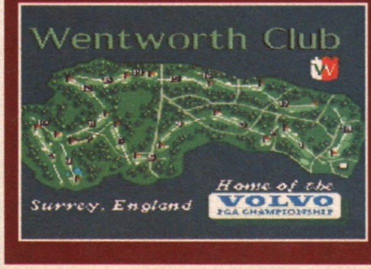
It seems that each time a new PGA title is released, they go and come up with even more gameplay options. So what's new this time? Well, surprisingly enough... nothing. The only changes are the new courses, but even so there are still seven – yes, count them, SEVEN – different modes of play from which to choose, including Skins (players compete on every hole for money) and Shoot-Out (four players battle it out over three holes with the loser eliminated until there's a winner).


Play Mode: Practice Round
Course: Valderrama
Players: 1
Andy wins 1 Skin worth £5,000
Andy
Hole #1 £5,000
Stroke 3 Par 4
Distance:11 ft.
8 in. above cup
Putt
20
100% 75% 50% 25%

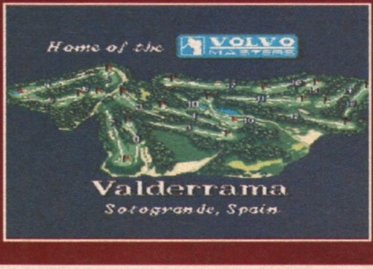
OF COURSE THERE ARE COURSES!

There are five of the top courses from the European Tour for you to sample, offering a variety of challenges to both novice and experienced players alike.

WENTWORTH
Wentworth is the Home of the World Matchplay Championship. The course professional is none other than the former European Ryder Cup captain, Bernhard Gallagher. You may have heard of him. And if you haven't, this probably isn't going to be the sort of game for you!


Wentworth Club
Home of the VOLVO PGA CHAMPIONSHIP
Surrey, England

VALDERRAMA
Valderrama is going to be the venue for the next Ryder Cup. Ooooh! Only the top ten players from each team automatically qualify. The captain also elects two wild-card players of his choice. This is the only tournament where the players compete for pride and not money.

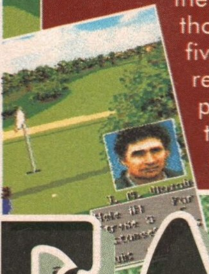

Home of the VOLVO MASTERS
Valderrama
Sotogrande, Spain

FOREST OF ARDEN
Host to the Alamo English Open, this course is famous for its seventeenth hole, a par three played from an elevated tee with flowers, spelling out the name of the course, surrounding it. Peter Allis (famous golf commentator) comes over all gooey every time he talks about it.

Home of the English Open
FOREST OF ARDEN HOTEL
GOLF & COUNTRY CLUB
Warwickshire, England

A TRUE PROFESSIONAL!

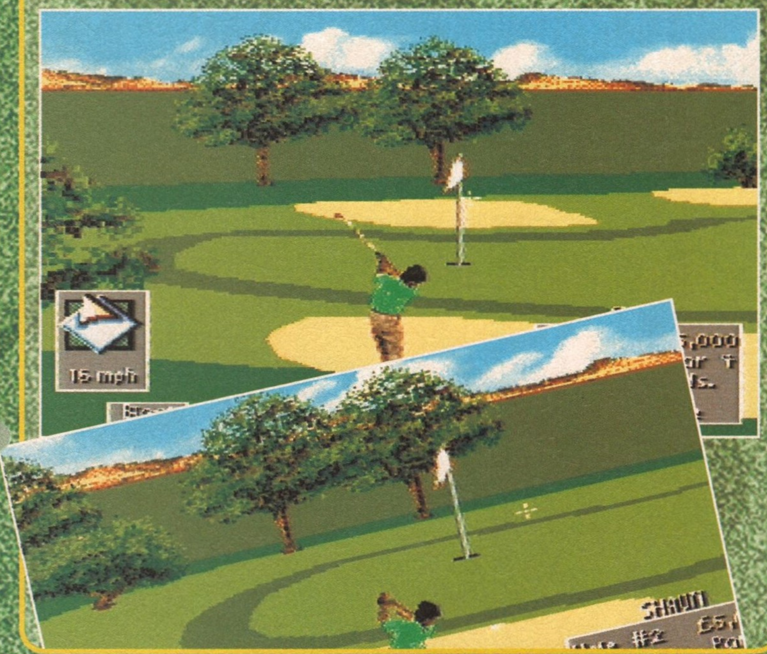
As well as being able to put yourself in the thick of the action, there are also ten names from the golfing world for you to contro, the pick of the bunch being Ian Woosman, Seve Ballesteros and Colin Montgomerie. Once you've selected your player, you must decide which of the seventeen clubs you wish to take onto the course. Your selection can make all the difference, especially when trying to reach the green in two on those shorter par fives. Now you're ready to play, so push your tee in the ground and swing away!



EAN
OUR

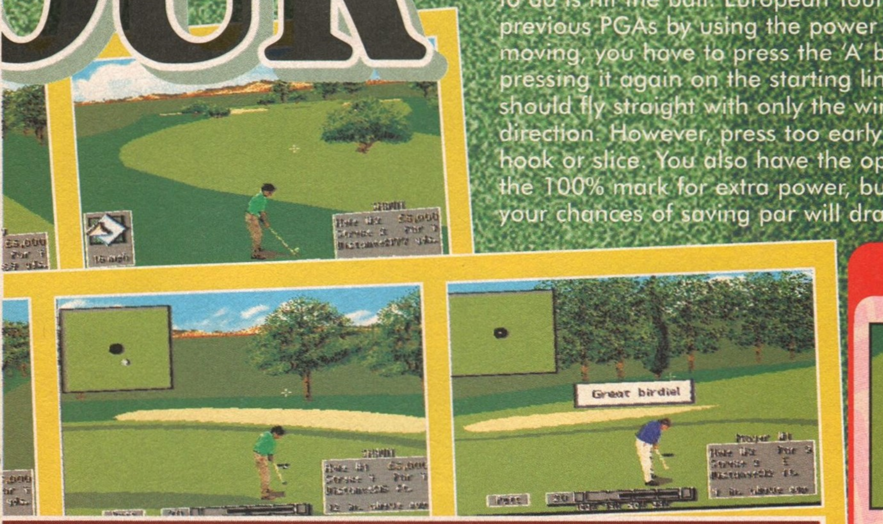
GO BONKERS IN A BUNKER!

There are various pitfalls awaiting you budding golf fanatics whilst playing a round. The first thing to take into account is the wind direction, especially on par threes. The computer (or should I say caddy) automatically selects the club for the right distance without any wind. To make the right shot you may have to change clubs if you're to hit the green in one. On longer holes, it's advisable to check your lie 'cos being buried in deep rough will, again, dramatically reduce the number of yards you can drive.



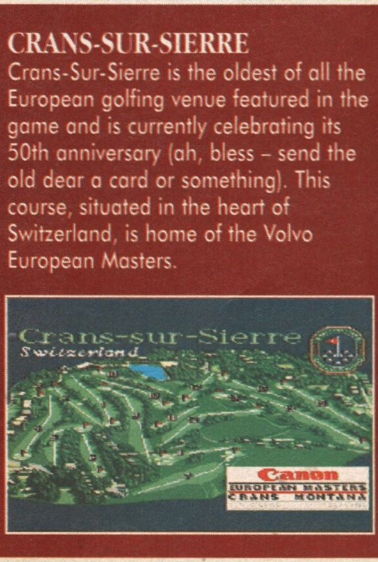
STAY ON TARGET!

Okay, your grip, stance and aim are spot on, now all you need to do is hit the ball. European Tour adopts the same method as previous PGAs by using the power bar. Once the gauge is moving, you have to press the 'A' button to set the force before pressing it again on the starting line. If it's spot on, the ball should fly straight with only the wind having an effect on the direction. However, press too early or too late and the ball will hook or slice. You also have the option to let the gauge run past the 100% mark for extra power, but be warned – mess it up and your chances of saving par will dramatically reduce!



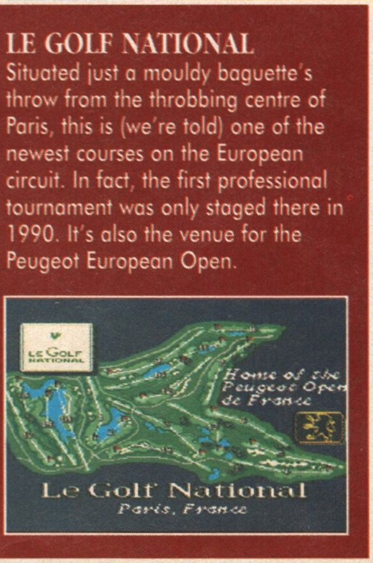
CRANS-SUR-SIERRE

Crans-Sur-Sierre is the oldest of all the European golfing venue featured in the game and is currently celebrating its 50th anniversary (ah, bless – send the old dear a card or something). This course, situated in the heart of Switzerland, is home of the Volvo European Masters.



LE GOLF NATIONAL

Situated just a mouldy baguette's throw from the throbbing centre of Paris, this is (we're told) one of the newest courses on the European circuit. In fact, the first professional tournament was only staged there in 1990. It's also the venue for the Peugeot European Open.



COMMENT

SHAUN

Even though it's some eight months since we reviewed PGA Tour '96 it still seems far too soon for T•HQ to be releasing yet another golfing instalment, especially one that offers no major gameplay enhancements, just new courses. The main snag is that take away the names of the new courses and you wouldn't know if you were playing in Europe, America or the South Pole! The dubious value for money aside, PGA European Tour is as excellent as ever. It plays like the other PGA game, and there are also stacks of gameplay options. If you're contemplating buying your first golf game or trading in a much earlier PGA title, then this comes highly recommended. However, if you're still happy enough the PGA Tour '96 then I wouldn't recommend buying this too.

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	■
ACTION	■	■	☐	☐
CHALLENGE	■	■	■	☐
REFLEXES	■	■	■	☐
ORIGINALITY	■	■	☐	☐

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	■
MONTH	■	■	■	☐
YEAR	■	■	☐	☐

GRAPHICS

▲ Highly polished and even more realistic that those in PGA Tour '96.

86

SOUND

▲ Very little in the effects dept, although what's there can't be faulted.

83

PLAYABILITY

▲ Has exactly the same feel as the others; by far the most playable golf game to date.

▼ The speed of the game seems to have slowed down slightly.

86

LASTABILITY

▲ By the time you've won every tournament, the '98 edition will be upon us!

89

OVERALL

If you already own PGA Tour '96 then think twice about snapping up this too. For the rest of you, though, it's an excellent addition to your sports sim collection.

87

PUSH START BUTTON
©1982 UNIVERSAL CO.,LTD.
©1995 IMAGINEER CO.,LTD.

CART SPEC
- **BY:** BLACK PEARL SOFTWARE
- **PRICE:** £34.99
- **RELEASE:** OUT NOW.
- **GAME TYPE:** DIG-'EM-UP
- **CART SIZE:** 2 MEG

GAME FEATURES
- **NO. OF PLAYERS:** 1-2
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **CONTINUES:** No
- **OPTIONS:** Difficulty/Lives

GAME INFO
- **GAME ORIGIN:** It's another arcade blast from the past that's been dusted down, cleaned up and then squirted onto a Super NES cart.
- **GAME DIFFICULTY:** Tough
- **SCORE TO BEAT:** Reach Screen 6!
- **ALTERNATIVES:** None – apart from time-travelling and visiting an amusement arcade from the early 80s!

GAME CONTROL
- **CONTROLLER:** Joypad
- **RESPONSIVENESS:** Poor

X	Fire ball
A	Fire ball
B	Fire ball
Y	Fire ball
L/R	L: Not used R: Not used
S	Start: Pause Select: Not used

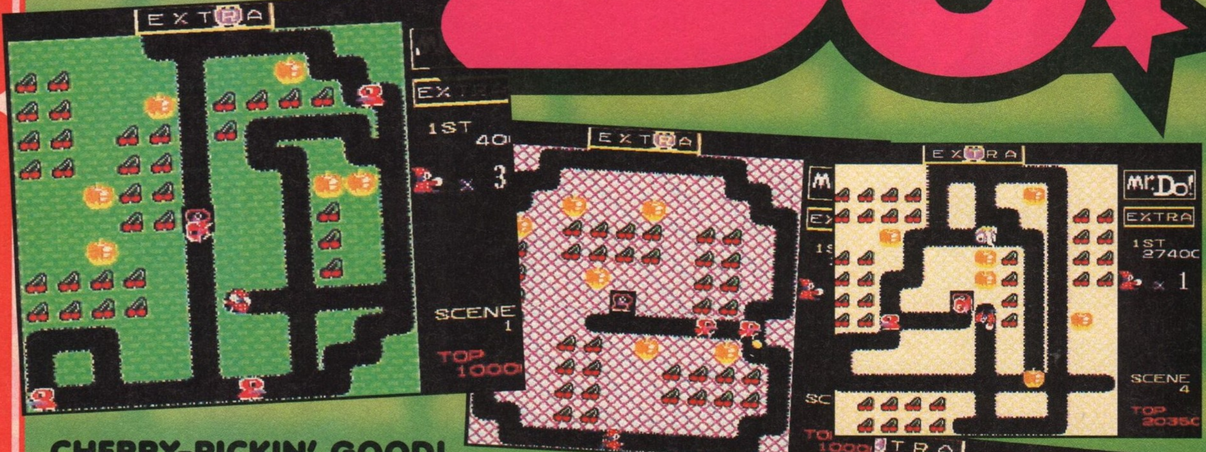
GAME CREDITS
- **DEVELOPED BY:** IMAGINEER
- **DISTRIBUTED BY:** T•HQ
- **MADE IN:** JAPAN
- **ARTWORK:** © UNIVERSAL

The retro-gaming trend continues! Yes, having brought you the dubious decade-old delights of Battlezone and Breakout, T•HQ has now decided to resurrect that cherry-chomping clown from yesteryear, Mr Do...

The problem with nostalgia is that... well, sometimes those golden memories from the past are a little selective. For example, the other day I was clearing out my attic and came across a battered old box containing my faithful Sinclair Spectrum (48k, no less!) and a stack of fondly-remembered 'classics'. Now I haven't played those crumbly Speccy games for over ten years, but I remembered them all as being completely brilliant. Anyway, keen to wallow in some top-notch gaming action from yesteryear, I feverishly set up the Spectrum and loaded the games... And to be honest, I wished I'd never bothered; barring a few exceptions, there were all barely playable rubbish. Now here we have a Super NES conversion of the ancient coin-op, Mr Do – but will it be a Manic Miner masterpiece, or a vomit-worthy Valhalla...?

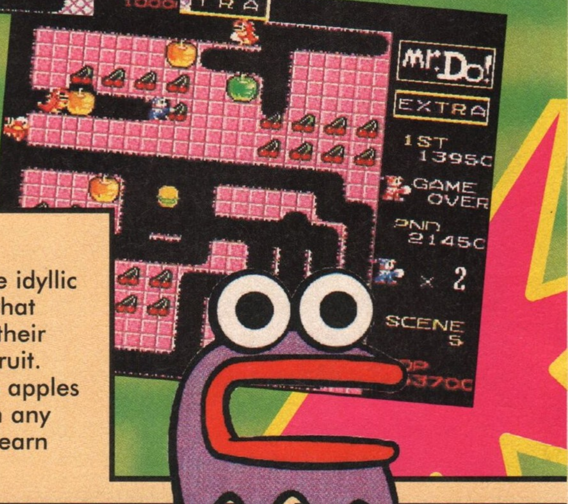
Mr.Do!
EXTRA
1ST
SCENE
TOP

Mr. Do!



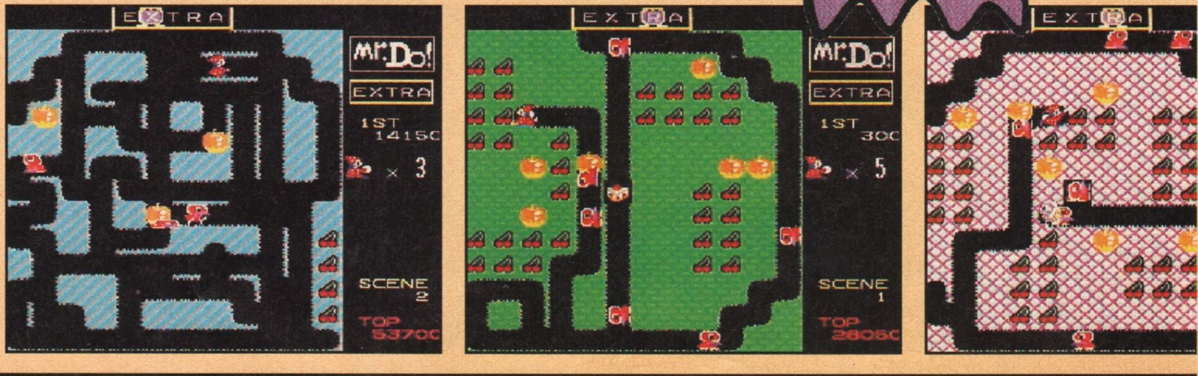
CHERRY-PICKIN' GOOD!

Mr Do's basic task is simple: run around the maze-like screen, digging up and collecting all the yummilicious cherries buried in the brightly-coloured walls. Once every tasty morsel of fruit has been nabbed, he then moves on to the next screen where he has to do it all over again, only slightly harder.



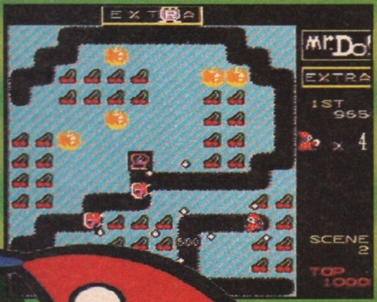
APPLES? COR!

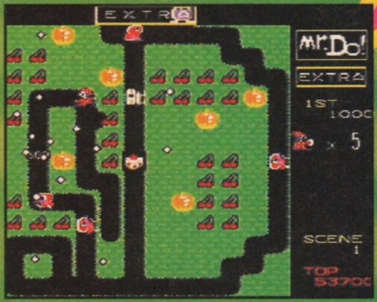
Of course, there is a small complication to this otherwise idyllic scenario, namely the roaming monsters who are somewhat peeved by Mr Do's cherry-scrumping antics – they'll do their utmost to hunt down our hero and reclaim their stolen fruit. Luckily, Mr Do can fight back by digging underneath the apples littering the screen, causing them to fall down and crush any nasties in their path. And what's more, the Do-ster can earn big points by flattening multiple monsters in one go!

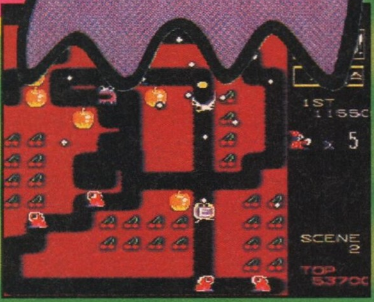


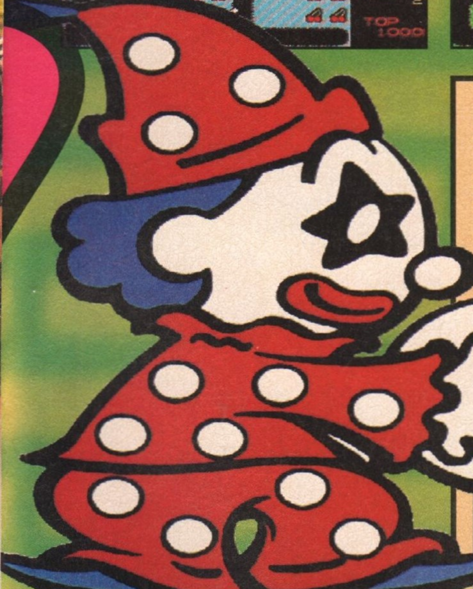
THAT MR DO'S GOT BALLS!

Mr Do's trapped in a corner, there's a nasty bearing down on him and there's not an apple in sight... what's a clown to do? Simple: unleash a mighty magical ball of power! Once released, this searing sphere bounces all around the tunnels, destroying anything it touches. But take care, 'cos the Do-Meister can only have one life-saving ball in play and even after it hits a baddy it takes a few seconds to regenerate!


EXTRA
Mr.Do!
1ST
SCENE 2
TOP

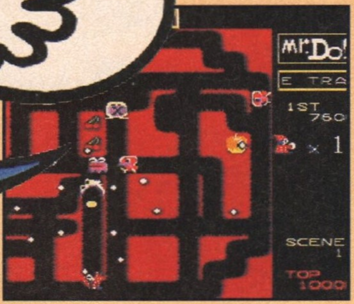

EXTRA
Mr.Do!
1ST
SCENE 1
TOP 53700

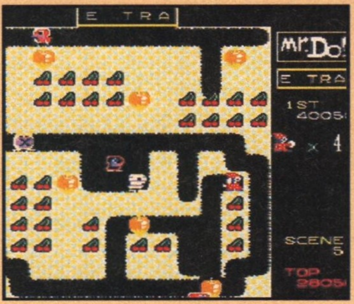

1ST
SCENE 2
TOP 53700

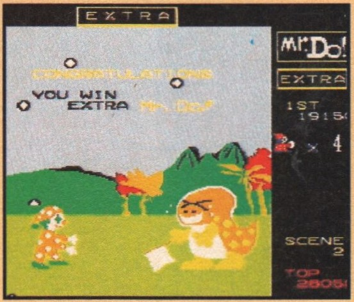


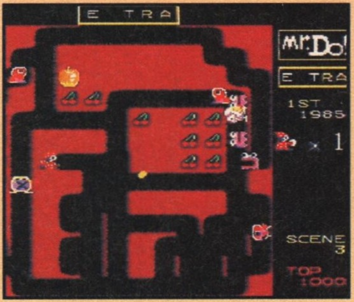
EXTRA! EXTRA! READ ALL ABOUT IT!

If you manage to hang around long enough a goody, such as a scrummy cake or a tasty sweet, will appear on-screen. And if Mr Do manages to grab it all the monsters will freeze – and a whole bunch of new ones, who are even faster and meaner, will appear! But it's not all bad news, because a monster emblazoned with an E, an X, a T, an R or an A will also materialise – and by killing one of each of these letter-tattoed monsters, young Do-Boy earns an extra life!


Mr.Do!
1ST
SCENE 1
TOP 10000

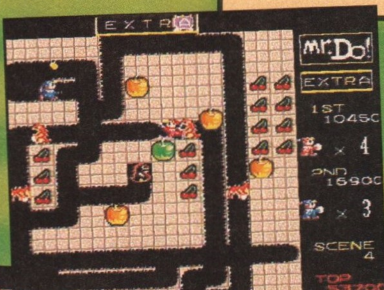

E TRA
Mr.Do!
1ST
SCENE 5
TOP

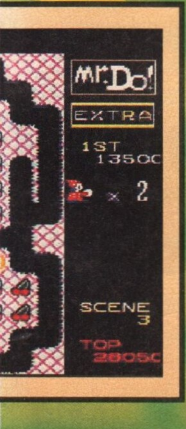

EXTRA
Mr.Do!
YOU WIN
EXTRA
SCENE 2

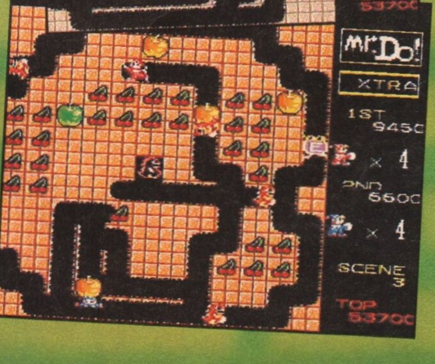

E TRA
Mr.Do!
1ST
SCENE 3
TOP 10000

TWO DOIN' THE DO!

Although Mr Do! is an accurate conversion of the old coin-op, the developers, Imagineer, have taken the opportunity to add a unique two-player 'Battle Mode' in which you and a mate each control your own Mr Do and compete to see who can rack up the most points. It's up to you whether you play cooperatively, helping each other out of sticky situations, or competitively, lobbing magic balls at each other when your partner least expect it. Either way, it's not much fun, to be honest.


EXTRA
Mr.Do!
1ST 10450
2ND 15900
SCENE 4
TOP 53700


Mr.Do!
EXTRA
1ST 13500
SCENE 3
TOP 28050


Mr.Do!
XTRA
1ST 9450
2ND 5600
SCENE 3
TOP 53700

COMMENT

DAVE

Being the crustiest member of the NMS team, I'm typically the first person to get all misty-eyed and nostalgic at the mention of old arcade games – I can remember playing most of 'em the first time around! But even after looking at Mr Do! with my rosiest-tinted glasses, I still find it impossible to recommend. Graphically it's a right old mess, lacking the primitive charm of its contemporaries like Pac Man, and there's unforgivable slowdown when the screen gets busy. And the music's so bad it'll make your nose bleed! Of course, this is all to be expected – the game's over a decade old, gawd bless it – and could perhaps have been forgiven if the gameplay had stood the test of time, but unfortunately it hasn't; sorry, but guiding the sluggish Mr Do through screen after screen of repetitive cherry picking just isn't fun. Mr Do? More like Mr Poo.

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	☐	☐	☐
ACTION	■	☐	☐	☐
CHALLENGE	■	■	■	☐
REFLEXES	■	■	☐	☐
ORIGINALITY	■	■	■	☐

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	☐
DAY	■	☐	☐	☐
WEEK	☐	☐	☐	☐
MONTH	☐	☐	☐	☐
YEAR	☐	☐	☐	☐

GRAPHICS

▼ Poorly drawn, crudely animated sprites and gaudy single-screen backgrounds – welcome to the early 80s!

40

SOUND

▼ Ear-piercing plinky-plonky music that'll have you chewing the carpet.

28

PLAYABILITY

▼ Sluggish, unresponsive controls leads to frequent unfair deaths.

43

LASTABILITY

▲ Incredibly tough...

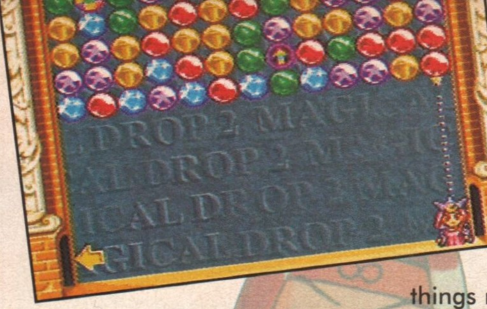
▼ ...And, sadly, incredibly repetitive.

56

OVERALL

A 100% perfect conversion of a doddering old-timer who should never have been dragged back out of retirement.

46



We've seen blocks, panels, beans, cookies and even snakes used as puzzle game fodder. In fact, it makes you wonder what those crazy developers will come up with next. Well, for the latest puzzle-fest to hit our offices, it's rather ordinary magical drops...

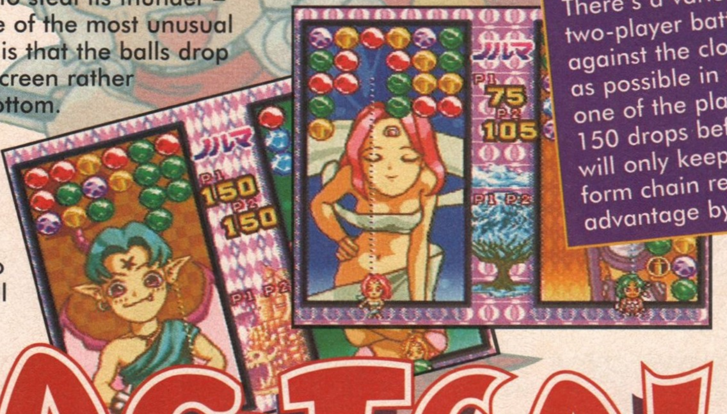
It's always refreshing to play a puzzle game that isn't just another Tetris or Puyo Puyo variant. You know how much we loved Tetris Attack, but recently a new puzzler landed on our doorstep which is desperately trying to steal its thunder – Magical Drop 2. One of the most unusual aspects of the game is that the balls drop from the top of the screen rather than rise from the bottom. The first game was a huge hit in Japan, and now it's set to make a return. So we thought it only fair to let you know what all the fuss is about.

CROP 'TIL YOU DROP!

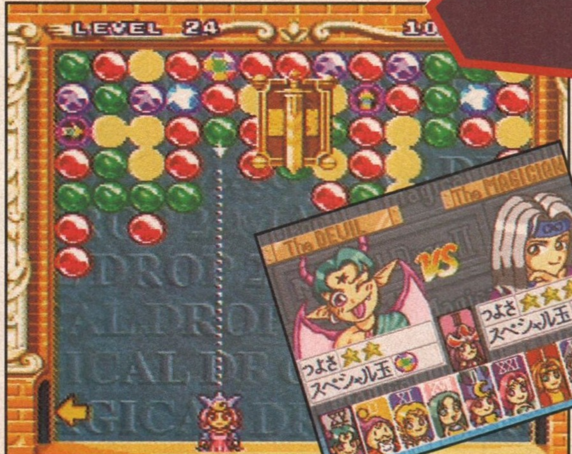
The object of the game it to remove the drops hanging from the ceiling. Your character's aim is to collect the coloured spheres and place them back down again to make a group of three or more, whereupon they disappear. To make things more difficult, once you've picked up a ball you can only continue picking up more the same colour until you put them down. However, there's no restriction to the amount of balls you can pick up. If you manage to make a group disappear, there's always the chance of a chain reaction when the remaining balls shunt up.

MAGIC DROP KEEP FALLING ON MY HEAD!

There's a variety of game modes on offer, including several two-player battles. The first couple of two-player options are against the clock ,with players having to amass as many points as possible in five or ten minutes, although the game ends if one of the players' screen fill up. Another option is to remove 150 drops before the opponent. Simply removing single lines will only keep you neck-and-neck with the opposition, so try to form chain reactions to break away. This also works to your advantage by bringing down extra rows of drops on your enemy.



MAGICAL DROP 2



COMMENT

It was never going to be easy dragging us away from Tetris Attack to look at a new puzzle game. However, Magical Drop 2 succeeded where many others had failed. Although it doesn't have the instant appeal of Tetris Attack, play it for a while and slowly its power begins to take effect. The one-player games are incredibly tricky, and it takes no time at all before you're on your back foot, frantically trying to survive. Another advantage is that there are several two-player options on offer, rather than a lone Versus battle. Magical Drop 2 is a great game and definitely worth a look – although it's still not about to knock Tetris Attack off its throne.

THE GREAT BARRIER GRIEF!

There's also a variety of magical symbols which are allocated to all eleven characters. Their powers range from simply removing a particular colour to destroying a whole line. To activate the symbol's magic, you must place two drops of the same colour on top. Beware of the eggs and the transparent balls, though, as these act as a barrier stopping you reaching the drops trapped below. The eggs are slightly easier to deal with, as you're able to shuffle them to a different line. Again, these tricky obstacles can only be removed by bringing them into close contact with a destructing line.

RATINGS

- **BY:** DATA EAST
- **PRICE:** SEE IMPORTER
- **RELEASE:** IMPORT ONLY
- **GAME TYPE:** PUZZLE
- **CART SIZE:** 8 MEG

2
© 1996 DATA EAST CORPORATION

GRAPHICS 87

◆ Bright, colourful and full of bizarre little characters making weird noises.

SOUND 86

◆ All the cute, twee sound effects we've come to know and love from a Japanese release.

PLAYABILITY 90

◆ The fundamentals are easy to pick up, although you'll have to learn fast if you're to succeed.

LASTABILITY 86

◆ So many options, all in Japanese unfortunately, that it will take ages working them all out.

OVERALL 87

Another top-notch puzzle game which can seriously damage your personal life. If this ever receives a UK release, snap it up – you won't regret it.

get more from your Super Nes™

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BIGGER faster
punch harder
live forever skip levels
better more
ch harder

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SABAN'S
POWER RANGERS
ZEO
- Battle Racers ™
1P START
2P START
OPTION

CART SPEC

- **BY:** BANDAI
- **PRICE:** SEE IMPORTER
- **RELEASE:** OUT NOW
- **GAME TYPE:** RACING GAME
- **CART SIZE:** 16 MEG

GAME FEATURES

- **NO. OF PLAYERS:** 1-2
- **HEAD TO HEAD:** Yup!
- **BATTERY BACKUP:** Nope!
- **CONTINUES:** No way, Jose!
- **OPTIONS:** Difficulty

GAME INFO

- **GAME ORIGIN:** Yet another cash-in on the ever-lucrative Power Rangers licence.
- **GAME DIFFICULTY:** Easy
- **SCORE TO BEAT:** Find the secret character and course.
- **ALTERNATIVES:** Super Mario Kart, Street Racer.

GAME CONTROL

- **CONTROLLER:** Joypad
- **RESPONSIVENESS:** Average

X Fire blaster

A Jump

B Accelerate

Y Brake

L/R L: Change down gears
R: Change up gears

S Start: Pause
Select: Not used

GAME CREDITS

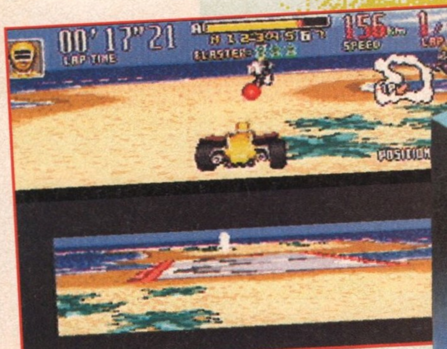
- **DEVELOPED BY:** BANDAI
- **DISTRIBUTED BY:** BANDAI
- **MADE IN:** JAPAN
- **ARTWORK:** © BANDAI

There's no stopping the Power Rangers! After countless episodes of their infamous TV show, a blockbuster movie and two crap fighting games, our Mighty Morphin' heroes now prefer to settle their differences on the road, racing each other and various enemies across sunny islands, frozen wastes and even the Grand Canyon. But is it any better than their previous Super NES adventures?

70 TIME
LIFE
BLASTER: ∞

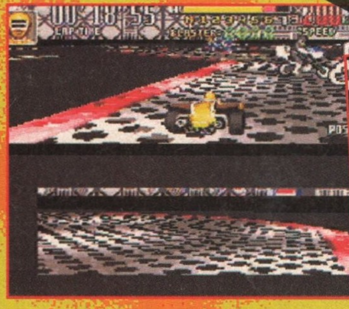
Perhaps I've missed the point of this game, but I always thought that the Power Rangers were superheroes dedicated to protecting the Earth from evil monsters and their hideous masters. However, in this game the object is simply to race the Rangers against each other, using blasters and any other sneaky tactic to make sure they win. Our technicoloured heroes can even race against their sworn enemies Cog Soldier and King Mondo, rather than use the opportunity to capture them and save the world from alien invasion! Could this be another shoddy excuse for a game hiding behind the popularity of the Mighty Morphin' licence? Erm, what do you think...?

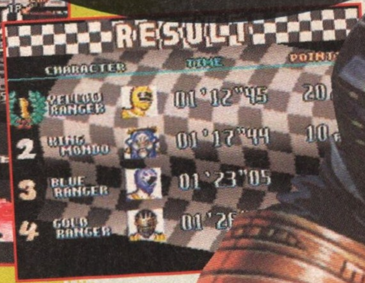
BATTLE
POWER RANG
ZEO
RACER


00'17"21 LAP TIME
156 km SPEED
1/5 LAP
BLASTER
POSITION

ROAD WARRIORS!

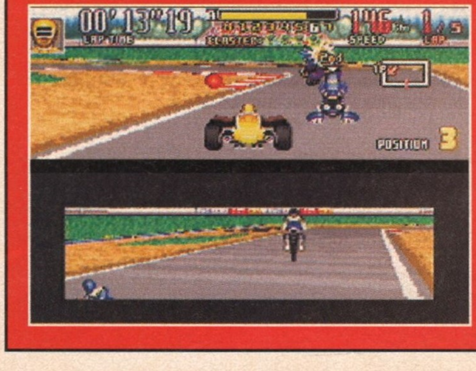
From the title screen you can choose to play in either one- or two-player mode. In one-player mode you can either race one-on-one against the computer, in a time trial across various courses or in a four-car race against three CPU-controlled characters. When racing against the computer you can crash into your opponents to knock them off the track or hit them with your blaster to slow them down. All the Power Rangers and King Mondo have five blasts to play with, but lucky old Cog has an infinite number of shots – essential as his Quadrafighter is soooooo slow.

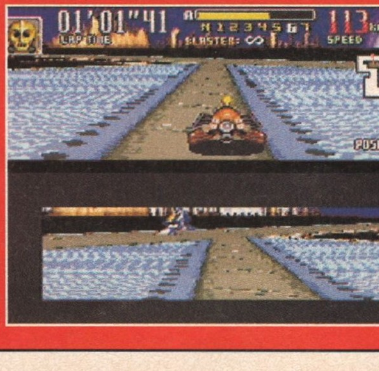


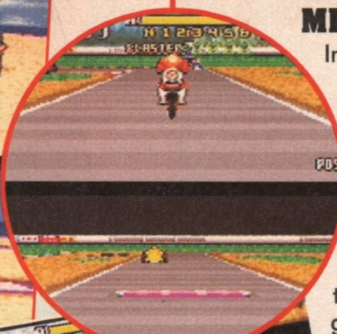

RESULT
CHARACTER TIME POINT
1 YELLOW RANGER 01'12"45 20
2 KING MONDO 01'17"44 10
3 BLUE RANGER 01'23"05
4 GOLD RANGER 01'2

RIDIN' ALONG IN MY AUTOMOBILE!

The Rangers and other racers use a variety of special vehicles to compete in the challenge, ranging from jet cycles to dune buggies, and from hovercraft to Mondo's three-wheel chopper. Each of the vehicles has unique acceleration, speed and grip attributes, and you must be careful to choose the vehicle which matches your driving style.If you're morally opposed to the use of brakes in driving games choose a vehicle with good grip, but if you're a bit tasty when taking tight corners acceleration should be the key.

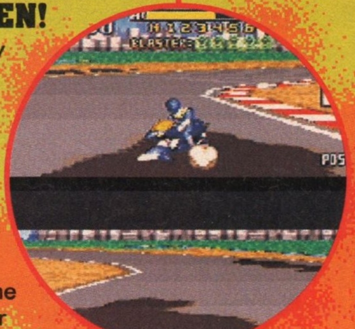

00'13"19 LAP TIME
146 km SPEED
1/5 LAP
POSITION 3


01'01"41 LAP TIME
113 km SPEED
2/5
BLASTER: ∞



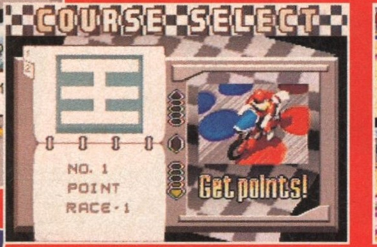
MIRROR, MIRROR ON THE SCREEN!

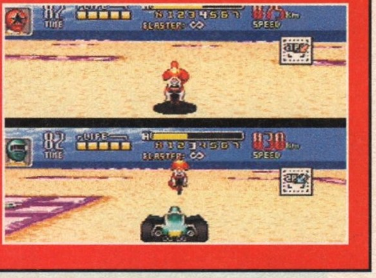
In one-player mode the screen is horizontally split in two. In one half the main racing action takes place, while in the other you're given a wing-mirror view where you can see your opponents bringing up the rear. Watching the mirror is essential as it allows you to dodge shots from enemy blasters, and the options screen allows players to decide whether the mirror-view is on the top or bottom of the game display. In two-player mode the mirror screen is used by the second human player, making it almost impossible to dodge missiles.



HEAD-TO-HEAD!

Power Rangers Zeo gives players yet more options in two-player mode, allowing you to play one-on-one, in a four-car race, or in the head-to-head games Blaster Master, Bumper Chase and Point Race. In Bumper Chase the players are trapped on a course hovering in the sky and the object is to knock your opponent into oblivion, while Point Race sees the Rangers trying to illuminate discs on the ground by driving over them. The most exciting part of the game (yes, there's one entertaining bit!) is Blaster Master where players are placed in an enclosed circuit and must chase each other while trying to hit their mate with five direct shots from their gun.





COMING FROM A BAD BACKGROUND!

As well as the appalling character graphics, the 16 courses suffer from a dreadful flickering effect which becomes irritating after more than five minutes of gameplay. Even more annoying is how tight corners which appear to be hundreds of yards in the distance suddenly pop up from nowhere, causing you to skid, stop and watch in frustration as your opponents trundle off into the distance. The dusty Grand Canyon track is particularly bad, being simply the Island location repeated but made to look a little darker! C'mon Bandai, we know you can do better than this!

COMMENT

DAVEY

When playing Power Rangers Zeo it's hard to believe that you haven't fallen into a time warp and been throw back to the late 80s. The game's programmers have cut loads of corners, duplicating Ranger sprites and simply changing their colours, making the game look sloppy. The animation of the characters is also very poor, and the detail on their faces is simply laughable – Cog looks like one of those smiley acid-house faces that was popular when I was a lad. In fact, the whole game looks like something I'd have played when I was still wearing short trousers! Shameful!

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	☐	☐	☐
ACTION	■	■	☐	☐
CHALLENGE	■	■	☐	☐
REFLEXES	■	■	☐	☐
ORIGINALITY	■	☐	☐	☐

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	☐	☐
DAY	■	☐	☐	☐
WEEK	■	☐	☐	☐
MONTH	■	☐	☐	☐
YEAR	☐	☐	☐	☐

GRAPHICS

▼ Small, badly scaled and terribly animated sprites, and the courses suffer from bad flicker.

40

SOUND

▼ Uninspiring rendition of the Rangers theme and run-of-the-mill effects.

50

PLAYABILITY

▼ Even in two-player mode, the game looks so dated that thrills are rare.

50

LASTABILITY

▼ Any player who's played Mario Kart even once will be able to whip the computer senseless.

40

OVERALL

Self-respecting Nintendo owners should steer well clear of this utter rubbish. Even if you're the biggest Power Rangers fan in the world, you will not be impressed by this game. Truly an embarrassment to video gaming.

48

DONKEY KONG
LAND 2™

CART SPEC
- **BY:** NINTENDO
- **PRICE:** £29.99
- **RELEASE:** NOVEMBER
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 4 MEG

GAME FEATURES
- **NO. OF PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** Yes
- **CONTINUES:** Yes
- **OPTIONS:** None

GAME INFO
- **GAME ORIGIN:** The Kong family are back in a not-so-new adventure.
- **GAME DIFFICULTY:** Hard
- **SCORE TO BEAT:** Defeat Kleever's Kiln
- **ALTERNATIVES:** DK Land, Wario Land, Toy Story.

SUPER GAME BOY
- **ADDITIONAL FEATURES:** A banana-tinged border and good use of the palette.

GAME CONTROL
- **CONTROLLER:** Game Boy
- **RESPONSE:** Excellent!

A	Jump
B	Dash/Pick up
S	**Start:** Pause
S	**Select:** Switch Kongs

GAME CREDITS
- **DEVELOPED BY:** RARE
- **DISTRIBUTED BY:** NINTENDO
- **MADE IN:** UK
- **ARTWORK:** © RARE

You'd have thought that after retrieving his banana stash, Donkey Kong would be able to live out his days in peace and harmony with Candy Kong by his side. Unfortunately, she's given him the push. And to make matters even worse, he's been captured by those oh-so-pesky Kremlings!

Over the years the Game Boy has probably proved most successful when handling platform games. All three Mario titles have been tops, especially Wario Land, while Kirby, who has yet to become a really huge hit on Super NES, is as big as his waistline on handheld format. And then there's Donkey Kong who, from his original arcade/platform adventure to his new rendered look, has proved that he's more than a match for all the others put together. His first trip around Kong Land was as good as we'd ever seen, and actually turned out to be more challenging than his Super NES debut. Well, now the Hairy One is back – or at least his sidekick Diddy is...

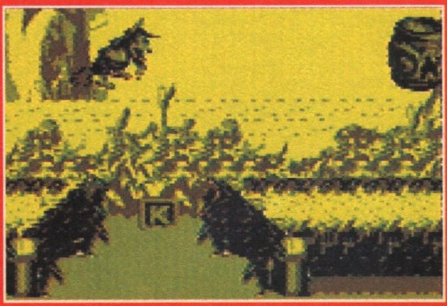
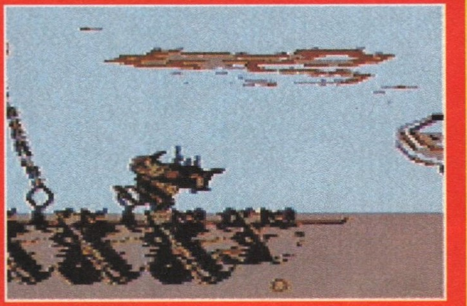
DONKEY KON
LAND 2

MISSING IN ACTION!

Yikes! The self-proclaimed king of the jungle, Donkey Kong, has disappeared! It seems Kaptain K. Rool wasn't defeated in the last adventure after all, and while the Kongsters had their backs turned, celebrating the retrieval of their banana stash, his henchmen sneaked in and captured the old Donkmeister. So, with his idol in captivity, Diddy has the perfect opportunity to prove that he's equally capable of looking after himself – although having said that, he's not going to brave it alone...

THE BOY WONDER!

It looks like the experience of his previous adventure could be the saving grace for young Diddy. Luckily he's as quick and nimble as ever, and his jumping abilities still won't let him down when faced with a large pit. However, he's also learned a couple of new tricks; he's now able to hang from hooks simply by using his tail, as well as pick up smaller baddies and treat them like barrels by throwing them back at K. Rool's cronies. He's also joined by a new companion to help him in his hour of need. So who is this new friend? Let's go meet her...

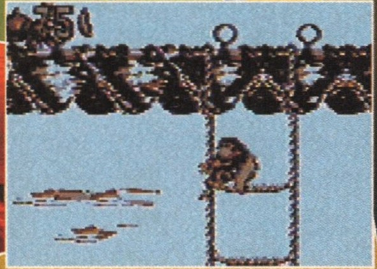



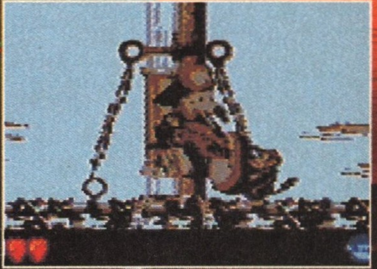
THE LOVE OF MY LIFE!

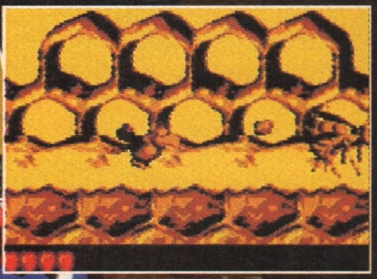
Since returning from his first adventure, Diddy has been fending off unwanted women. However, one stuck around and soon became the love of his life. Her name is Dixie, a daredevil babe who's not afraid to help out her colleague in these times of trouble. She is blessed with a pony-tail so dangerous, it can eliminate enemies in a flash every time she spins. Like Diddy, she too can hang upside down, although her biggest asset is the ability to spin whilst in the air to further extend her jump.

SHIP AHOY!

Diddy's Kong Quest begins where the first ended – on board K. Rool's pirate ship. However, don't expect to see the evil dictator for some time as he's legged it, leaving behind all manner of evil nasties who are trying to prevent the two Kongs from ever seeing their banana-chugging buddy again. If they're to progress further they must climb the rigging, swim through the lower levels of the ship and scale the mast before a final battle with an egg-clutching Krow. Four hits and Diddy and Dixie are on their way.







THE FORBIDDEN FRUIT!

Once again, a path of bananas helps to guide our twosome through the levels, as well as rewarding them with an extra life for every 100 they collect. However, this time there are more things to look out for. On each level, a couple of Banana Bunch coins are hidden. These can then be used to pay for various services, such as advice from the remaining members of the Kong clan, and the hire of Funky Kong's plane to whisk them away to faraway places. Kremcoins can also be found which take Diddy and Dixie to bonus levels, as can Cranky's Video Game coins which have little bearing on the game, except making the miserable old sod happy (albeit briefly). Or do they...?

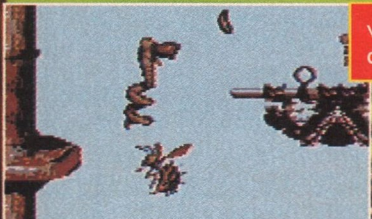
00
FUNKY flight

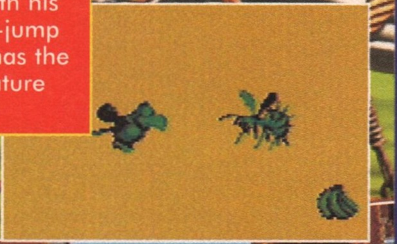
SAVE ME FROM THAT DREADED WORLD!

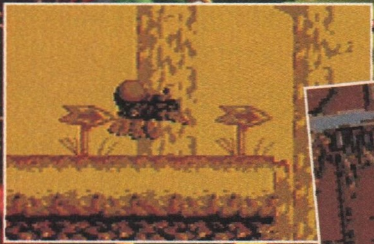
One of the major differences between DKL1 and 2 is the 'Save Game' facility. In the original, the Kongs needed to collect the four KONG letters that were dotted throughout the level (now these simply reward you with an extra life). This time, our furry friends have to visit Wrinkly Kong who lives in Kong Kollege. However, make sure you've been collecting coins as the chances of being rewarded with a free save are slim. More often than not, it'll cost you two to persuade her to save your progress.

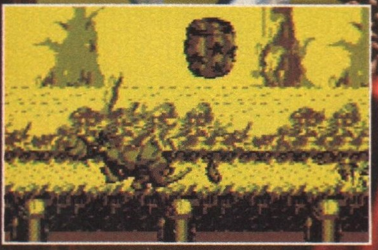
THE BOYS ARE BACK IN TOWN!

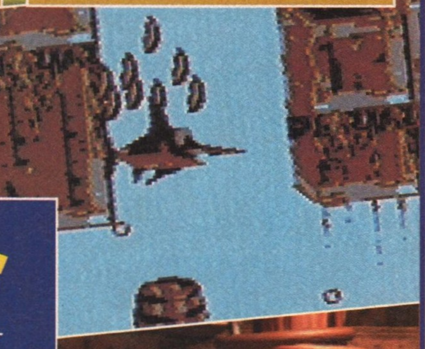
Not only has Diddy been able to call upon Dixie in his hour of need, but some other friends both old and new have also joined the quest. Returning to the fray are Rambi, Enguarde and Squarks, although this time they've taken a leaf out of the Kongs' survival guide and mastered a special attack. New to the fold are: Squitter the Spider, who comes fully armed with his web attack; Rattly, who can easily out-jump any of the Kongs; and Clapper, who has the unique ability to cool the temperature of the hottest water.





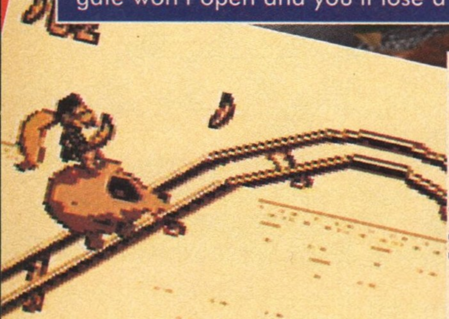


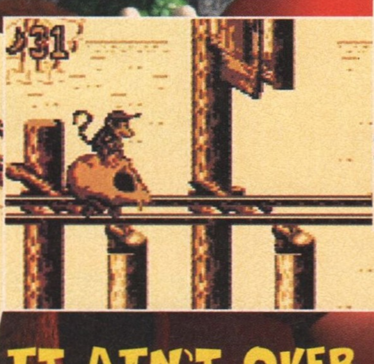


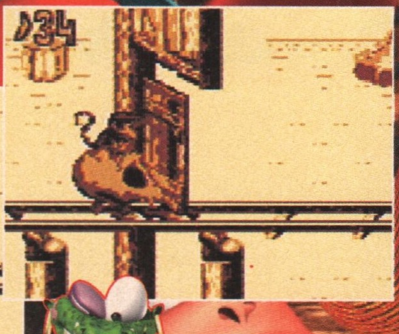


IT'S A CART-ASTOPHE!

If there was one teeny-weeny disappointment with DK's first jungle extravaganza, it was the non-appearance of the 16-bit game's mine-cart levels. Thankfully, the programmers have made amends in the sequel. Okay, so it's not exactly a mine-cart but hey, whizzing around on a rollercoaster is the next best thing! To complete this level, Diddy and Dixie need to jump into the barrels which are marked with a tick. If they fail to make contact or jump into the wrong barrel, the gate won't open and you'll lose a life.







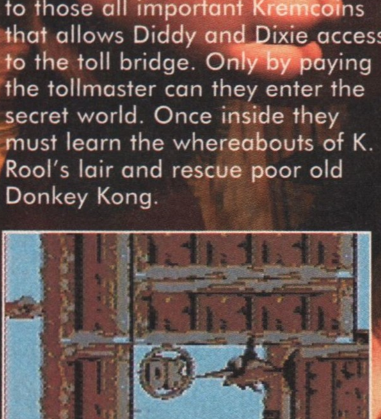
MMENT

DAVE

After the total excellence of the first Donkey Kong Land (which I actually preferred to the original Donkey Kong Country, to tell the truth), I have to admit that I found this sequel a little disappointing. Technically it's as astounding as all the previous Kong outings, and the gameplay is as good, if not better, than ever before. Trouble is, there's nothing really new on offer for those of us who've played DKC2 on Super NES – barring a few minor changes here and there, DKL2 is a direct port of the Super NES sequel. Of course, for those who only own a GB, there can be no higher recommendation: go and buy it this very instant – you won't regret it!

IT AIN'T OVER 'TIL IT'S OVER!

Now, reaching the end of the game is one thing, but completing it is something else. What do I mean? Let me explain... Dotted throughout the levels are lots of hidden bonus screens, which hold many surprise goodies, ranging from extra lives and hidden friends to those all important Kremcoins that allows Diddy and Dixie access to the toll bridge. Only by paying the tollmaster can they enter the secret world. Once inside they must learn the whereabouts of K. Rool's lair and rescue poor old Donkey Kong.



MENT

SHAUN

Donkey Kong Land had to be the Game Boy release of 1995. The fact that Rare could produce such high-quality graphics on the handheld was one thing, but to come up with an exclusive adventure that actually surpassed Donkey Kong Contry was something else. It's a little disappointing, then, that DKL2 is almost identical to the Super NES Kong follow-up. Naturally, those of you who've never played the 16-bit bananafest are in for a real treat; the graphics are incredible, the gameplay's excellent and difficulty level is much improved. But what about the puntlets who own Diddy's Kong Quest? Unfortunately, if you've already completed the Super NES version you'll probably find this a tad too familiar and easy. DKL2 is an excellent buy for all GB-only Nintendoids. As for the rest of you, the ball's in your court...

BREAKDOWN

STRATEGY	■	■	■	■
ACTION	■	■	■	■
CHALLENGE	■	■	■	□
REFLEXES	■	■	■	□
ORIGINALITY	■	■	□	□
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	□
MONTH	■	■	□	□
YEAR	□	□	□	□
	LOW	FAIR	GOOD	HIGH

GRAPHICS

▲ Rare continue to astound – you've never seen graphics as good as this on Game Boy before!

93

SOUND

▲ A good job reproducing the same effects and music from the 16-bit version.

85

PLAYABILITY

▲ Feels as good, if not better, than DKL; both characters play differently increasing the challenge.

91

LASTABILITY

▲ Tougher than DKL, with seven worlds and more baddies than you could ever wish to meet.

▼ Will probably only appeal to those who don't own the Super NES original.

86

OVERALL

88

DKL2 is a top GB platformer, and an absolute must-buy for anyone who has never played the 16-bit game. All the same, it's a huge disappointment for those of us who were hoping for a brand new adventure.

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REVIEW

GAME BOY

FIFA SOCCER '97

CART SPEC
- BY: T•HQ
- PRICE: £29.99
- RELEASE: OUT NOW
- GAME TYPE: FOOTBALL SIM
- CART SIZE: 4 MEG

GAME FEATURES
- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: Password
- CONTINUES: N/A
- OPTIONS: Tons and tons!

GAME INFO
- GAME ORIGIN: The most famous of all footy titles returns to Game Boy.
- GAME DIFFICULTY: Variable
- SCORE TO BEAT: Win the tournament with Holland.
- ALTERNATIVES: FIFA Soccer '96, Soccer.

SUPER GAME BOY
- ADDITIONAL FEATURES: None to speak of really, bar the standard graphic border.

GAME CONTROL
- CONTROLLER: Game Boy
- RESPONSE: Good

A Pass

B Shoot

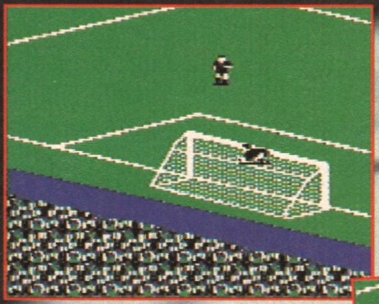
S Start: Pause

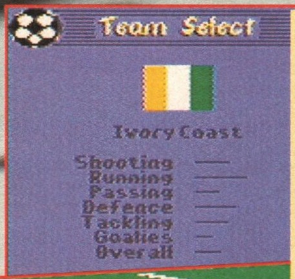
S Select: Not used

GAME CREDITS
- DEVELOPED BY: BLACK PEARL
- DISTRIBUTED BY: T•HQ
- MADE IN: UK
- ARTWORK: © T•HQ

With so many foreign footballers coming over to the UK to show off their flair, we thought it appropriate to get an expensive, creative talent to review T•HQ's FIFA '97. Unfortunately, we couldn't find anyone, so you're stuck with the usual editorial buffoons. Sorry.

We're only a few weeks into the footy season, and already the same old as always pattern is emerging. Manchester United, Liverpool and Newcastle are all vying for the top honours, West Ham have been robbed in nearly every game by dodgy refereeing, and Southampton are firmly locked in another relegation battle. Likewise, as the season kicks off, another FIFA title has dropped on our doormat. FIFA has long been rated as one of the premier footy games ever developed. So, is this latest incarnation going to be able to keep that position for another year, or is it about to take a drop and get relegated to the lower leagues? Let's take to the field and find out...

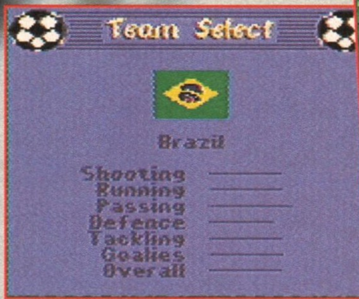




Team Select

Ivory Coast

Shooting
Running
Passing
Defence
Tackling
Goalies
Overall



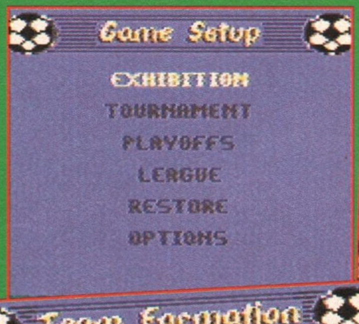
Team Select

Brazil

Shooting
Running
Passing
Defence
Tackling
Goalies
Overall

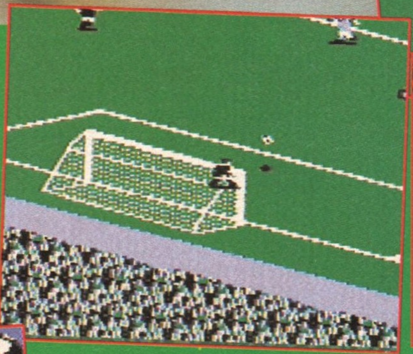
MATCH OF THE DAY!

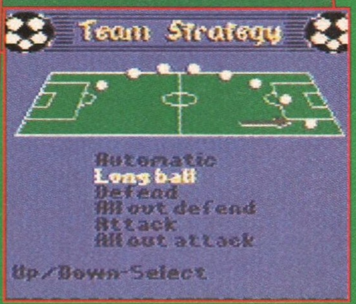
FIFA '97 has been streamlined somewhat, and there's a huge reduction in the number of teams on offer. The latest version offers 52 International teams, instead of the 237 in the '96 edition. Each team is rated and includes the usual favourites such as Italy, Germany and Brazil, as well as some of the smaller, weaker nations like Bolivia and Hong Kong – although even novices to FIFA Soccer should be able to prevent an upset against the likes of Ivory Coast.



Game Setup

EXHIBITION
TOURNAMENT
PLAYOFFS
LEAGUE
RESTORE
OPTIONS

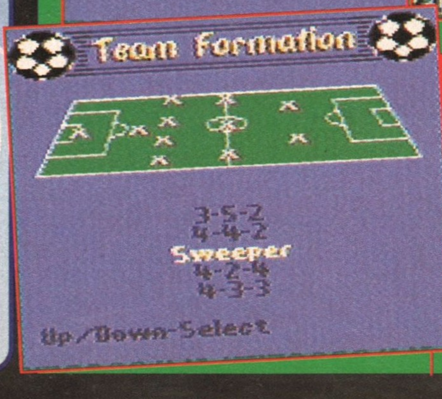




Team Strategy

Automatic
Long ball
Defend
All out defend
Attack
All out attack

Up/Down-Select



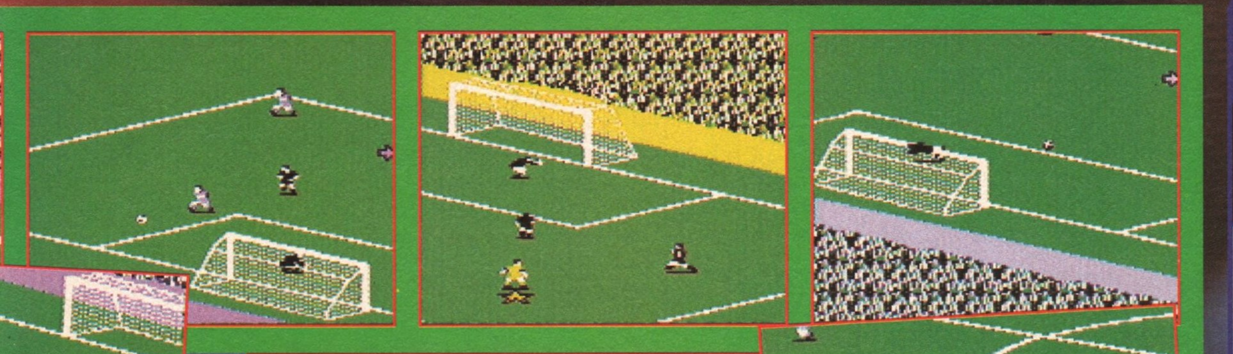
Team Formation

3-5-2
4-4-2
Sweeper
4-2-4
4-3-3

Up/Down-Select

CHANGE OF TACTICS!

I think it's fair to say we all know there's going to be the usual gameplay options, but once you've made your decision there are even more choices have to be made. The most important is Team Strategy which sets out the style you wish to play. Again, it's advisable to change the tactics depending on the opposition. For the weaker teams, All-Out Attack should be fine, whereas defending and hitting teams on the break might be beneficial when coming up against the favourites. You may also need to alter your formation to accommodate the change in style.



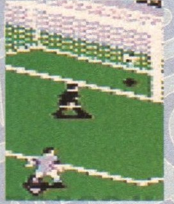
TRICKS N' FLICKS!

The programmers have done their best to ensure that FIFA '97 is the most comprehensive footy game ever produced on GB. One of the major differences with FIFA compared to its rivals is that it retains the usual eleven-a-side matches rather than reducing the numbers to six or seven. Also, players are able to perform different tricks on the pitch instead of simply kick-and-run; bicycle kicks, one-twos and headers can all be mastered, as well as the ability to sprint away from opponents by tapping 'B' after the ball's been played.

GET READY SON, YOU'RE ON!

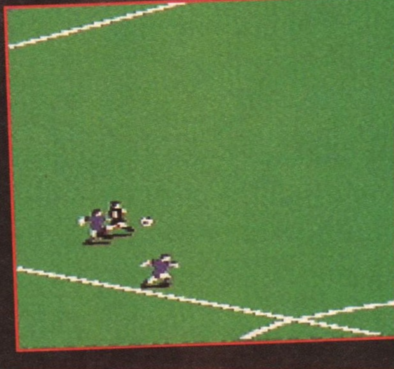
Nowadays it seems if you're going to win anything, you need more than just a bare eleven. Therefore each team has 20 players to select from, whose individual abilities range quite considerably. Each member of the team is ranked on 13 football-related skills, including the usuals such as passing, shooting and stamina. However, don't always rely on players with the most skill you get you through. Sometimes it might be better to take a chance and use your tough tacklers to get past stiff opposition.

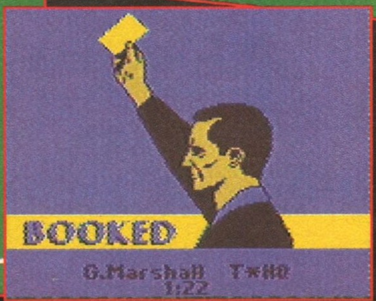
COMMENT



SHAUN

After the really poor original, Black Pearl began to get things right with the sequel, FIFA '96. Well, I'm pleased to announce that FIFA '97 is the best of the bunch. The gameplay seems to have slowed down slightly, but that definitely makes things easier. With all-new moves and tricks to master, this is as close to the real thing as you can get on GB. The only bad aspect is that sometimes you struggle to get your nearest player to the ball, with the computer selecting an off-screen player to control. Even so, this is still the best GB footy game I've seen, with more options than all the others combined, and should prove difficult to better – although I'm sure I'll be saying the same thing this time next year!





AH! COME OFF IT, REF!

Players are also able to customise each match by switching off various options. Those new to the game might want to turn fouls off – although this does mean you won't get to see the referee brandish the yellow and red cards for every minor misdemeanour. The length of time can also be changed, ranging from a quick four minute game, through to a full 90 minute match – although if fouls are permitted, I doubt there'll be any players left except the two goalies.

REVIEW

GAME BOY

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	□
ACTION	■	■	■	□
CHALLENGE	■	■	■	□
REFLEXES	■	■	□	□
ORIGINALITY	■	□	□	□

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	□
MONTH	■	■	□	□
YEAR	□	□	□	□

GRAPHICS

▲ Excellent! Good-sized sprites which are instantly recognisable.

84

▼ The player sprites are fractionally smaller than in FIFA '96.

SOUND

▲ The referee's whistle is just about as realistic as any I've heard.

81

▼ The crowd generate very little noise.

PLAYABILITY

▲ Has a much better feel than the other FIFAs.

86

▼ Controlling the nearest player is not always a formality.

LASTABILITY

▲ As long as you don't always select Brazil and Italy, this will keep you going 'til West Ham win the Premiership.

85

OVERALL

If you've been waiting for a footy game on Game Boy, then this is it. Excellent fun, and just what you need to keep you going during half time.

85

NHS SMALL TIPS

It's time again to bring you another batch of succulent small tips. Following my recent absence from the galaxy, I was pleased to see upon my return a huge pile tips addressed to me which had been sent in by NMS' loyal readers. I would like to say a big "Thank you" to everyone who sent me a tip; if it didn't get printed I'm sorry, but that's probably because it was in an earlier issue. Right then, that's the formalities over and done with – let's look at this month's hot tips!

KONAMI

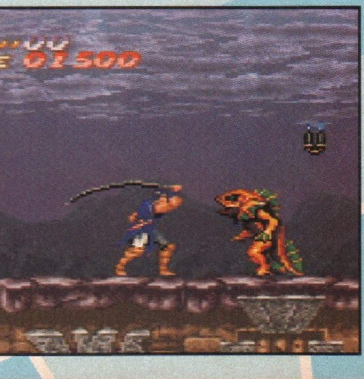
PLAY AS EYEDOL
KILLER INSTINCT
SUPER NES ★☆☆☆☆

I've been inundated with letters asking for this cheat – where have you all been, for goodness sake? Anyway, your pleas touched my heart so here it is again – but this is positively the last time I'm going to print it, so listen up! Right, select Cinder and on the 'Vs' screen hold Left and tap QP, QK, FP, MK, MP, FK.

99 HEARTS
CASTLEVANIA IV
SUPER NES ★★★☆☆

Just before the final confrontation with Dracula there's a set of stairs at the edge of the screen. Walk to the ledge and take a big jump to the left, then walk to the bottom of the invisible stairs. Move as far left as possible and power-ups will start to fall from the sky! Wait until you have collected 99 stars, best whip and boomerang. Now go and fight the boss!

REST 01
SCORE 00480
19



SUPER CHEATS
FIFA INTERNATIONAL SOCCER
SUPER NES ★★★☆☆

Enter the following codes on the Options screen to access some nifty and sometimes hilarious secret features! Thanks go to Anthony Pengelly of Cardiff for these.

BABBBBBBB	Super kicks.
XABYYBAX	Crazy ball.
RRRRRLR	Super offence.

SOUND TEST/ITEM INFORMATION

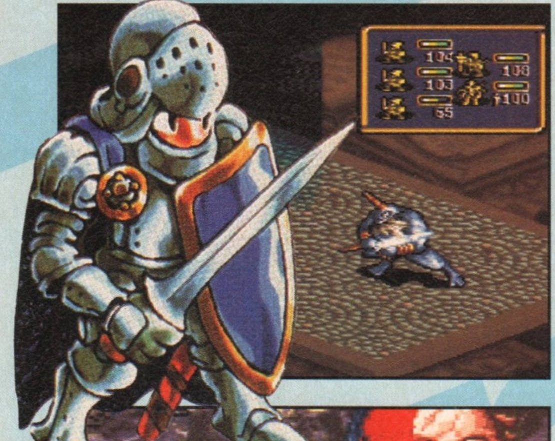
OGRE BATTLE

SUPER NES ★★★☆☆

Start a new game and enter your name as MUSIC / ON – this will call up a small menu screen that allows you to listen to all of the Battle tracks. If you wish to find out more about the items you're carrying, move to the 'Use Item' menu and press Select. Thanks to Robert Lynch from Maidstone for sending this tip in.

XX
JUDGMENT

The HP/MAX of this uni
characters went
UP 2 points.



RANDOM SELECT

WEAPON LORD

SUPER NES ★★★☆☆

To choose a player using the random select, simply hold L, R and Start on the 'Character select' screen. Choose a 'Vs' battle and let both players pick their warriors. On the map screen press L, R and Start to bring up a set-up menu. Cool, eh?

88
KORR
DIVADA

RIDDLE ANSWER

ADVENTURES OF BATMAN AND ROBIN

SUPER NES ★★★☆☆

On the seventh level of this super cool game, the Riddler gives our duo a conundrum to solve. The answer is "Human Brain" – just type in "HB".

PASSWORDS

MIGHTY MORPHIN' POWER RANGERS

SUPER NES ★★★☆☆

If you're having trouble with the Rangers' most excellent adventure, try out these handy passcodes which were sent in by Kyle Riley from Edmonton:

Level 2	3847
Level 3	5113
Level 4	3904
Level 5	1970
Level 6	8624
Level 7	2596
Two Player Battle *1	0411
Two Player Battle *2	1007
Two Player Battle *3	1212

GET TO PORT HEDLAND

WING COMMANDER

SUPER NES ★★★☆☆

Anthony Pergelly in Cardiff sent this cheat explaining how to reach Port Hedland straight away. Move to the password screen and enter your name as Anthony (example), then enter the password JGFFF6PC8C. If that does not work try entering JGFFF6PCBC and you'll start at the port.

LEVEL SKIP

JURASSIC PARK

GAME BOY ★★★★☆

We received these cheats from a mysterious tipster who didn't give his name or address – thank you, whoever you are! Anyway, to access the level skip, press Up, Down, Left, Up, Down, Right and Select twice. Then, while playing the game, hold down A, B, Select and Start to jump levels.

HOW TO SHOP LIFT

LEGEND OF ZELDA

GAME BOY ★★★★☆

Alan Garnsworthy in Berkshire has found this handy tip for Zelda which will save you pots of cash. In the Tool Shop, take the item you want and stand to the right of the shop keeper. Wait until he turns to look at you, then run out of the exit. You should be able to leave the shop without paying. Excellent!

TETRIS ATTACK

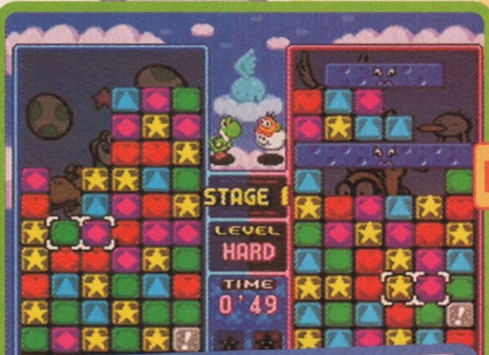
PLAYER'S GUIDE

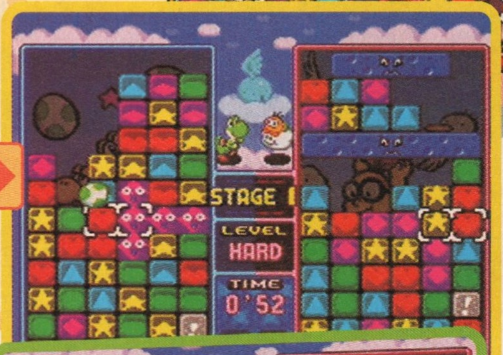
It's only fair that after ranting and raving about this game for so long, we pass on our priceless tips regarding not only how to win, but also how to totally destroy your opponent. So grab your joypad and get ready, as we bring you the ultimate Tetris Attack guide. Be warned – once you read the following information, your social life may take a severe hammering.

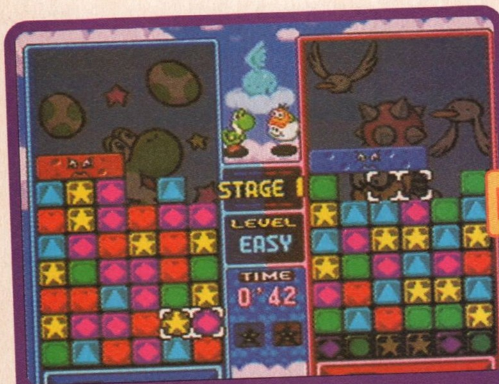
POINT
0 0
LEVEL
1 1
TIME
1'21

DOUBLE THE DAMAGE!

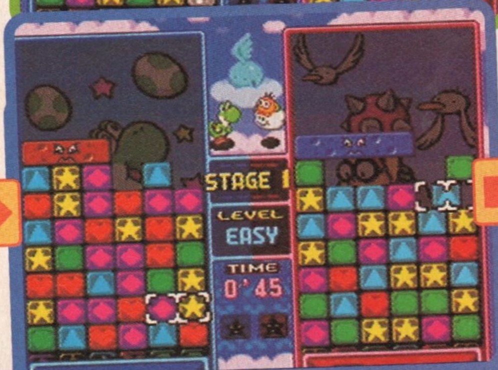
Although you'll send Garbage blocks over every time you make a line of at least four panels, you can increase the damage to your opponent considerably by producing two lines at once. It's also possible to make a 10-panel combo by using this method. Another tip's to extend a line, horizontally or vertically, by adding onto the side, forming another line of three when the middle piece is added.


STAGE 1
LEVEL
HARD
TIME
0'49

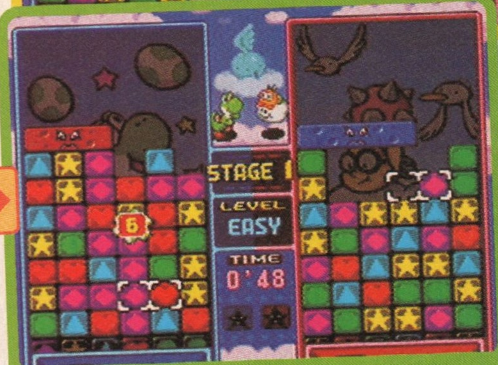

STAGE 1
LEVEL
HARD
TIME
0'52


STAGE 1
LEVEL
EASY
TIME
0'42

(ABOVE) To set up a six-piece combo – first, flip the diamond on the far right to the left.


STAGE 1
LEVEL
EASY
TIME
0'45

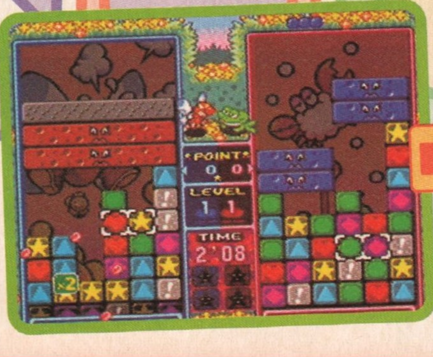
(ABOVE) Second, move the same piece to the left again to form the combo.

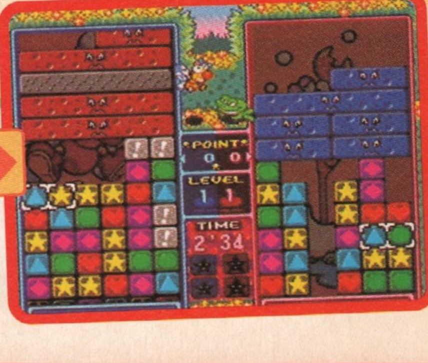

STAGE 1
LEVEL
EASY
TIME
0'48
6

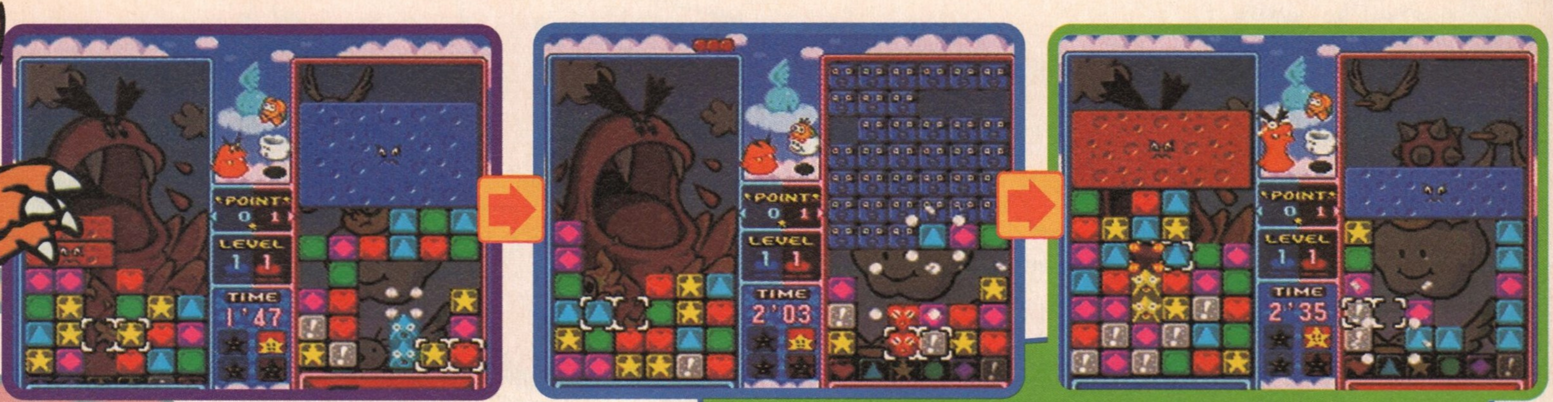
(ABOVE) Voila! Two lines simultaneously – this method can prove devastating.

FLATLINERS!

The biggest headache can be when the opponent has just sent over a group of Shock blocks. They become even more annoying when placed in the middle of two sets of Garbage blocks. It's always advisable to remove them as soon as they drop, so try to keep a line of at least three at the top of the screen. Although they come in handy, they can cause problems if you store them up, especially in the later stages when you're trying to start a chain reaction. It may be easier to send them over the moment you have three panels.


POINT
0 0
LEVEL
1 1
TIME
2'08
x2


POINT
0 0
LEVEL
1 1
TIME
2'34

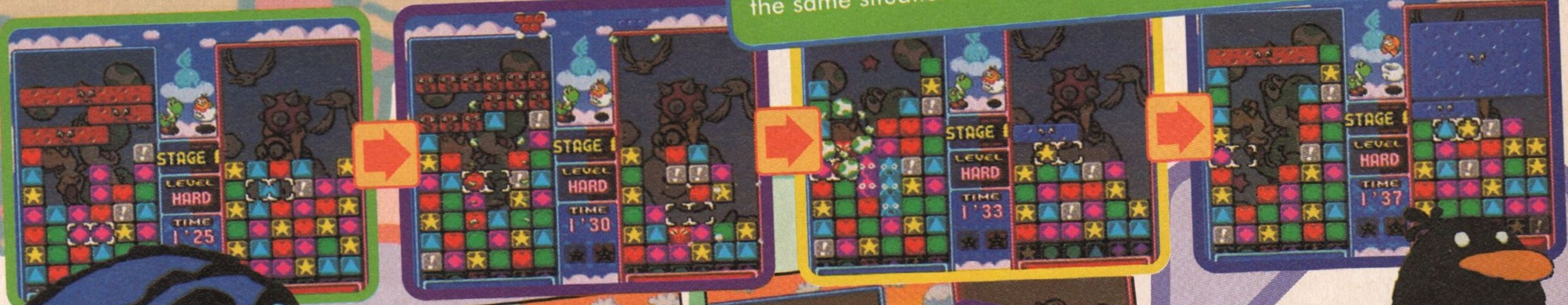


TAKE YOUR TIME!

When playing an inexperienced Tetris Attacker, you'll tend to find they produce smaller lines which send over fewer Garbage blocks for you to fight back with. It can work to your advantage to take your time and make lines of three until the Garbage blocks are starting to build up. Using this tactic, your opposition will find it very difficult to inflict any serious damage upon you. Now complete the row at the top and work on a chain reaction. If all goes well you should surprise your opponent and leave them in yet another nigh-on impossible-to-get-out-of situation.

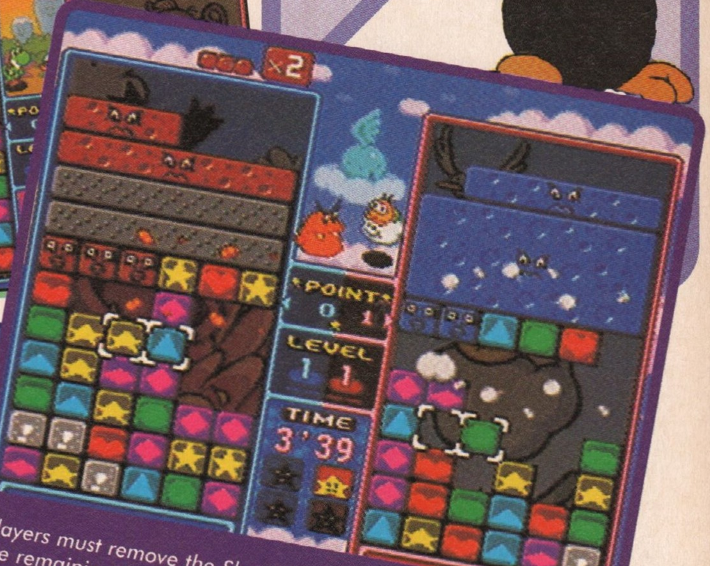
WHAT A LOAD OF RUBBISH!

Although receiving a large group of Garbage blocks can be daunting, if used correctly it's the perfect opportunity to pile the pressure back on your opponent. You'll know when you're about to receive a heavy downpour 'cos you'll hear a tune as they set up. At this point prepare a line of three, so the moment the blocks drop, you can change them. As the block is turning into individual panels, line up as many groups of three as you can. Also try to look for further lines once the top lines have been removed. If all goes well, you should find you can put your opponent in exactly the same situation!

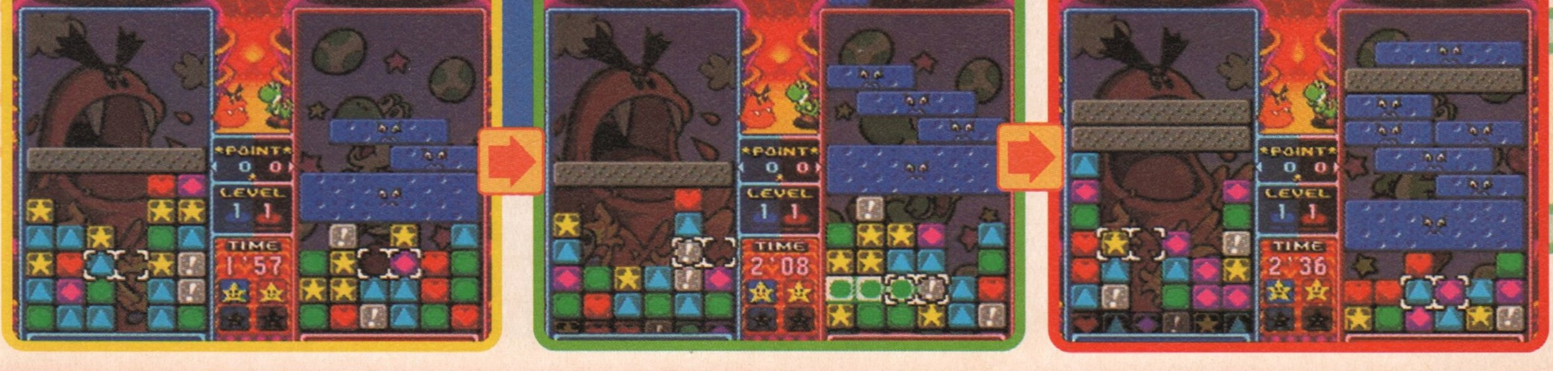


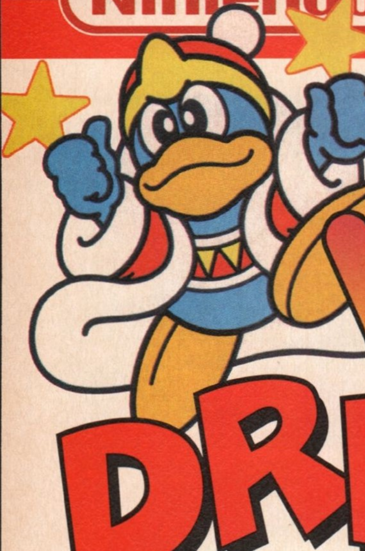
STEP RIGHT UP!

As useful as a large chain reaction is, when mixed with several combos it can really leave the opponent gasping with nowhere to turn. Once you've dropped a large group of Garbage blocks, start to look for combos of four or five. The amount of damage you do to your foe varies depending on whether you produce a combo or a chain reaction, and you'll find that the blocks will build up forming a set of stairs. If the opposition doesn't react quickly, the screen can fill up and and leave them with an impossible task.



Players must remove the Shock blocks before attacking the remaining Garbage blocks.



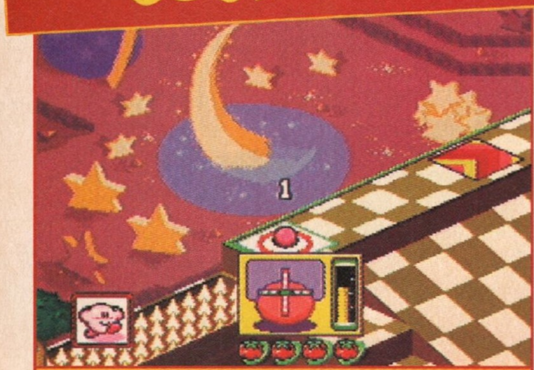


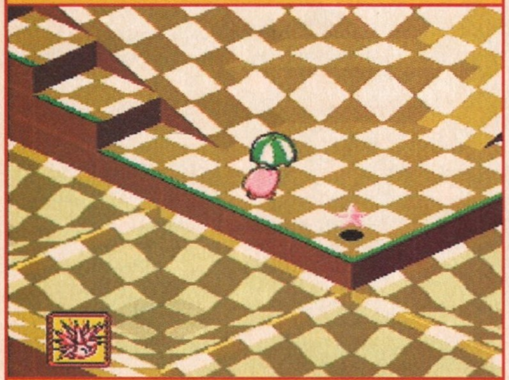
KIRBY'S DREAM COURSE

PLAYER'S GUIDE PART 2

Here's the second (and final) part of our Kirby's Dream Course player's guide. The next four courses are extremely tough, but stick with it and (courtesy of a little help from these tips) the gold medals will soon be yours. Happy putting, partners!

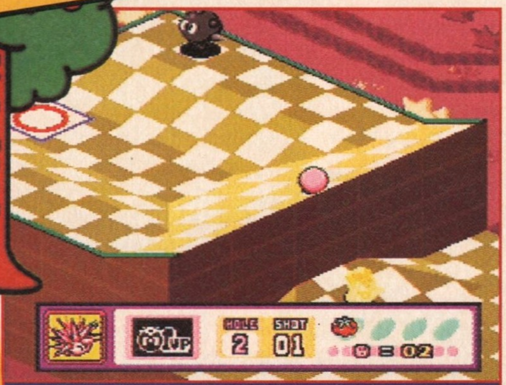
COURSE 5

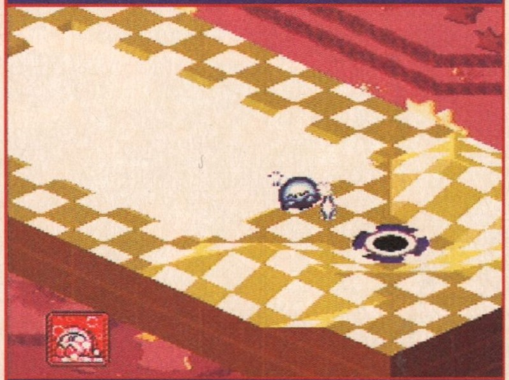




HOLE 1

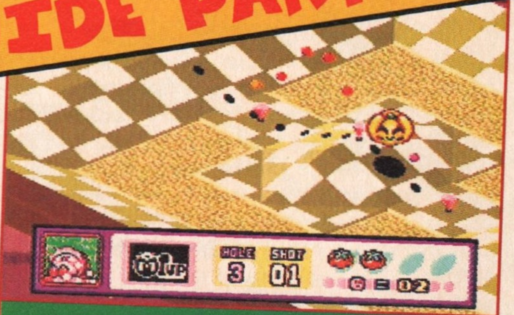
(1) Shoot at the nearby Dash Panel with 2/3 speed.
(2) Follow the Kick Panels and fall down a level; as soon as the Parasol enemy is cleared, float to the Spike enemy.
(3) Press 'B' after acquiring the Spike, then shoot with top-spin at the hole.
(4) If you miss the hole, press 'B' to stop near by it.

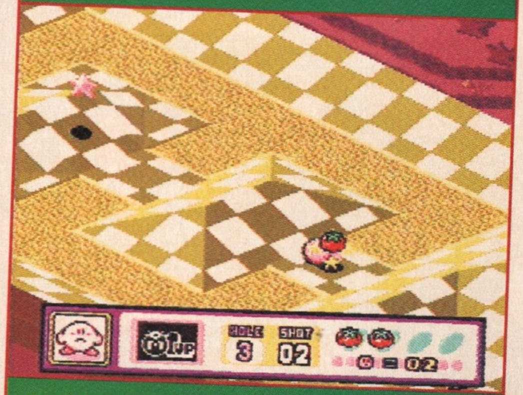




HOLE 2

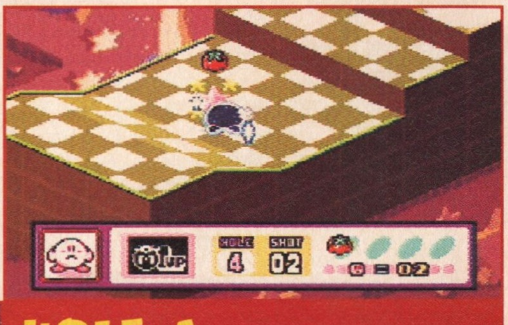
(1) Shoot straight ahead at full speed.
(2) Once over the cliff, activate the Needle morph.
(3) Aim the guideline at the Snowman and shoot at 2/3 speed.
(4) After hitting the wall, activate Freeze and you'll either slide into the hole or the other side of the water.

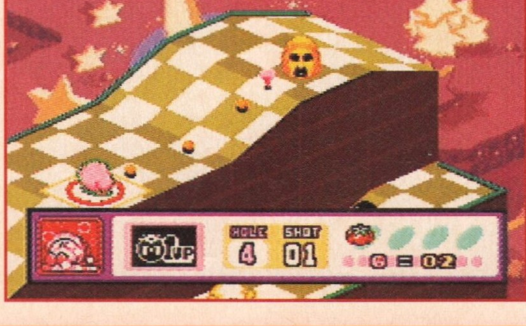




HOLE 3

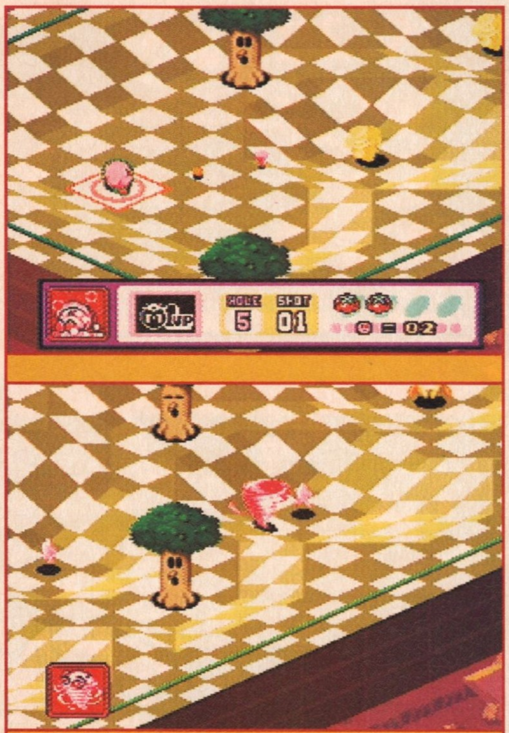
(1) Shoot with fly straight ahead; use top spin and full power.
(2) After bouncing, use the burst of speed to propel yourself.
(3) Now aim for the hole.





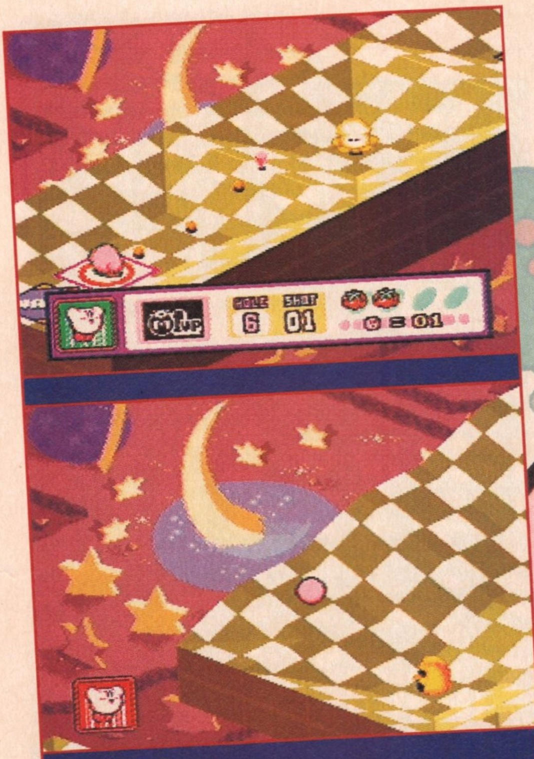
HOLE 4

(1) Aim for the enemy on the slope above Kirby; it's difficult not to roll off, but you don't want the hole to end up here.
(2) Shoot straight at 1/2 speed, then aim for the Snowman below and shoot again.
(3) Activate Freeze once on the water to slide over to the next enemy.
(4) Shoot with top spin back over the water toward the slope on the right.
(5) Use Freeze to slide down the slope, defeat the last baddy and plop in the hole.



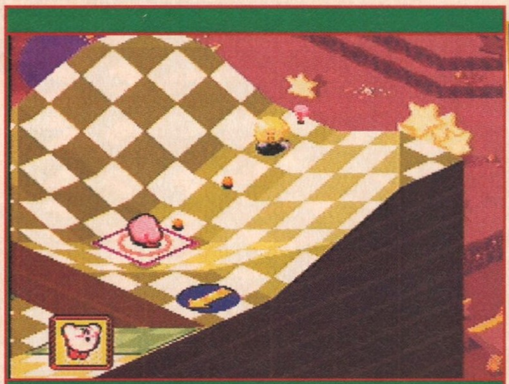
HOLE 5

(1) Aim for the nearest Tornado enemy; use Tornado to defeat the remaining enemies on the bottom board – the last should be the High Jump enemy.
(2) Use the High Jump technique to reach the upper level and the last enemies.
(3) Kill the rest and sink Kirby.



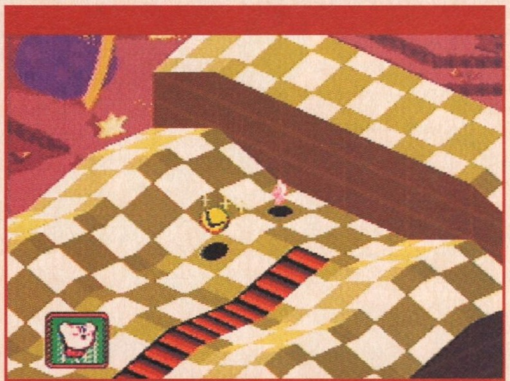
HOLE 6

(1) Aim for the enemy straight ahead and use 2/3 power – with any luck you should hit the Dash Panel.
(2) Shoot across the gap and hit the next enemy, then use the High Jump to hit the monster in the air.
(3) Hit the last enemy then into the hole.



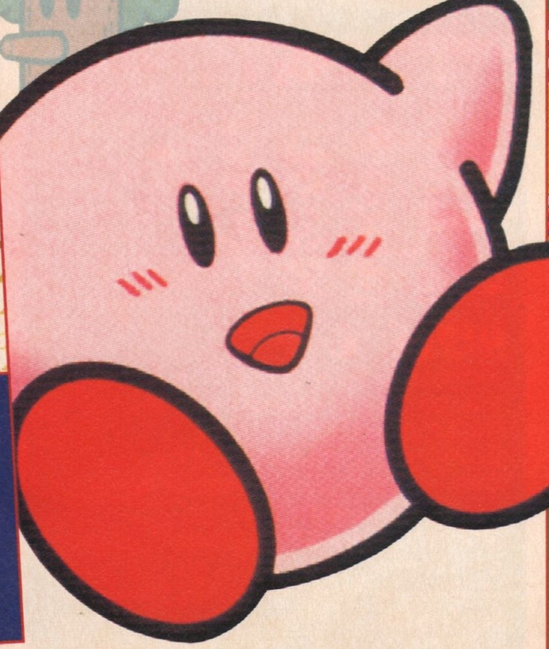
HOLE 7

(1) Aim for the Rock enemy behind Kirby and shoot at 1/2 power.
(2) Place guidelines on either of the Kick Panels and shoot to clear the remainder of the enemies.
(3) Use Rock to line Kirby up with the hole, then sink him.

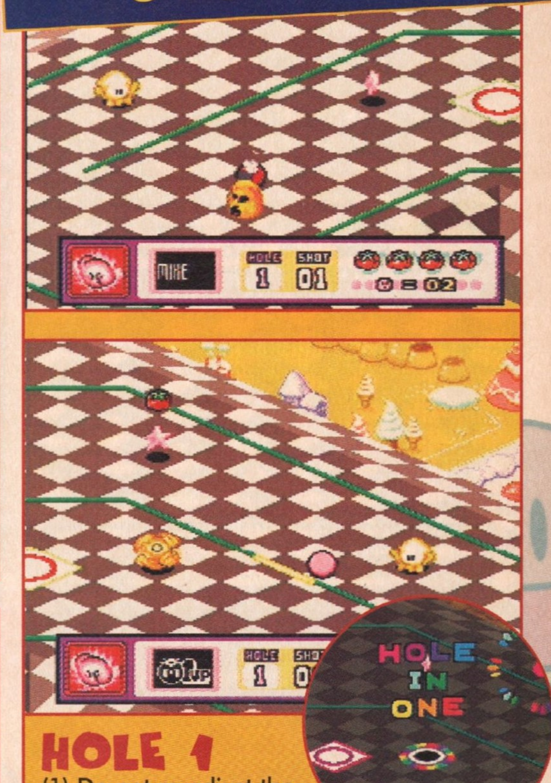


HOLE 8

(1) Aim ahead and shoot at full power.
(2) As soon as the Sparky has been hit, use its technique to roll through the Whispies.
(3) After rebounding off the wall Kirby should roll back towards the Air Curtains.
(4) If you miss the Air Curtains, re-aim then shoot for the hole.

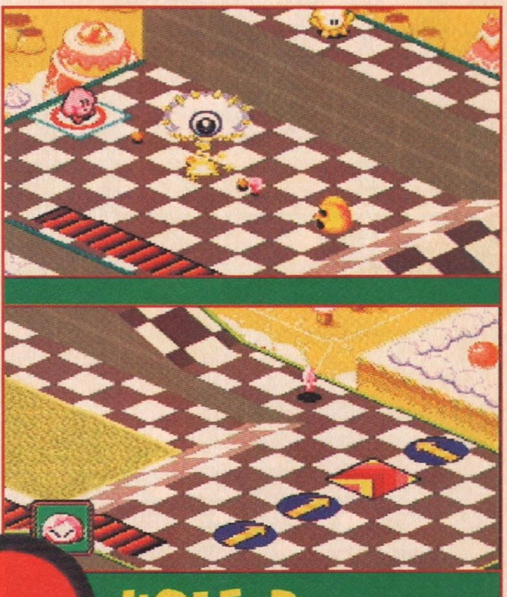


COURSE 6



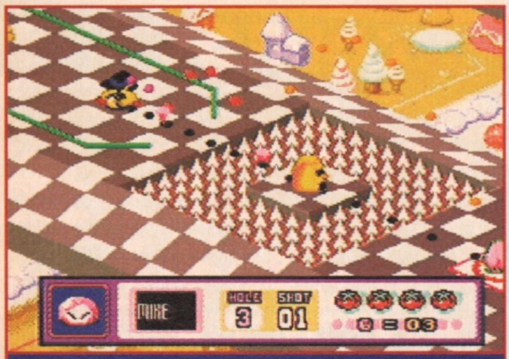
HOLE 1

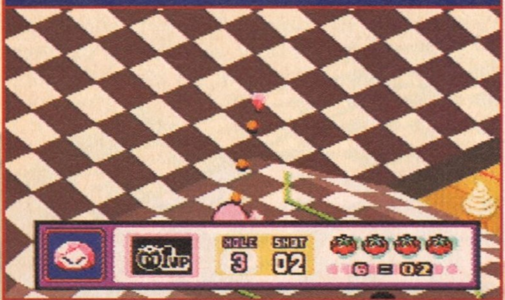
(1) Do not re-adjust the guideline – just shoot at full power. Activate the Flame after hitting the first enemy.
(2) Kirby should now roll at high speed into the enemies and bumpers, defeating all the enemies and ending up near the hole.



HOLE 2

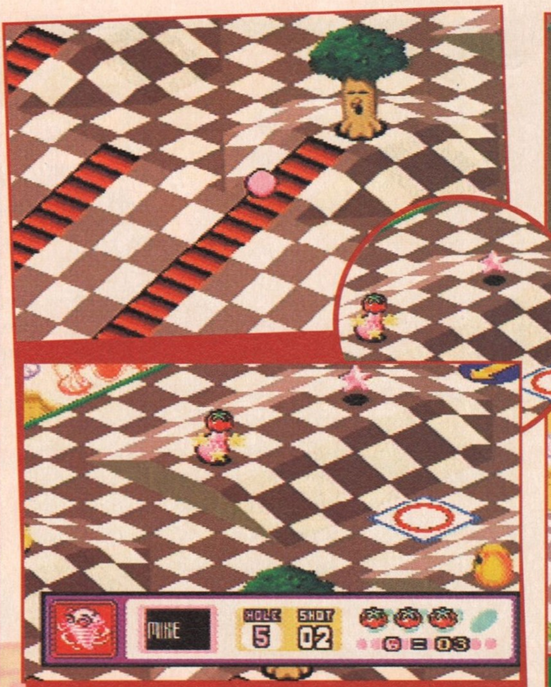
(1) Shoot at the enemy straight ahead of Kirby (under Kracko).
(2) Use roll and shoot at full power. Activate Flame as soon as it has been collected.
(3) If Kirby misses those Kick Panels, re-adjust your aim and shoot for the nearest Dash Panel.
(4) The panels will shoot you towards the hole; use Rock to stop over the hole and sink Kirby.





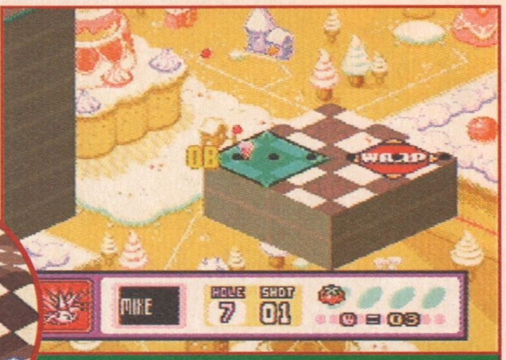
HOLE 3

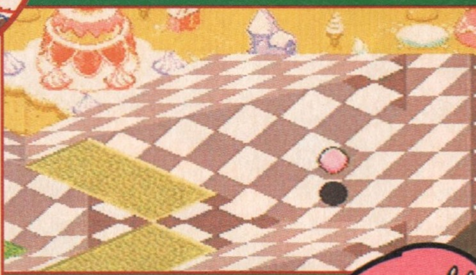
(1) Using fly shoot straight ahead – use top spin at about 3/4 power.
(2) Activate Rock to avoid rolling back to the Danger Zone.
(3) Aim for the brown square in the middle of the slope, three brown squares up from the bottom. Shoot at full power.
(4) Re-aim and shoot for the hole using an air shot.

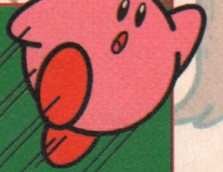


HOLE 5

(1) Shoot towards the Kick Panel above Kirby. After rolling up the hill Kirby should have collected the Tornado.
(2) Fall off the ledge and activate the Tornado to roll into the Sparky then down hill toward the High Jump nasty.
(3) Roll up the conveyor belt on the right and then activate the High Jump to fly over the approaching Wispy.
(4) If you land short of the platform bearing the remaining enemies, use the burst of speed after landing from the High Jump.

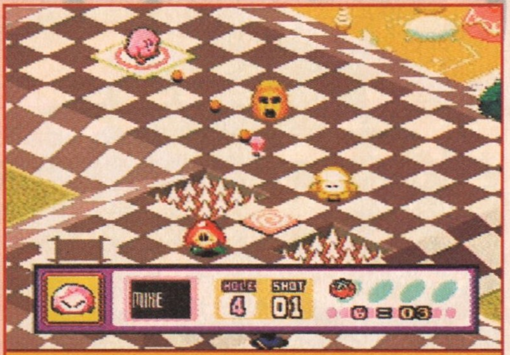


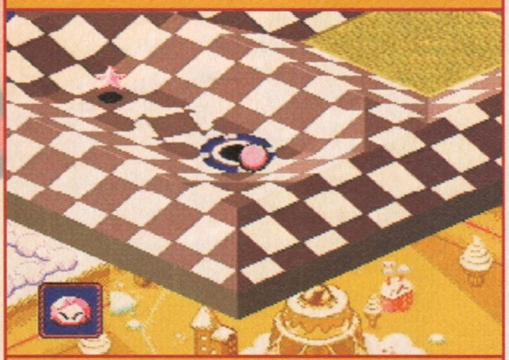




HOLE 7

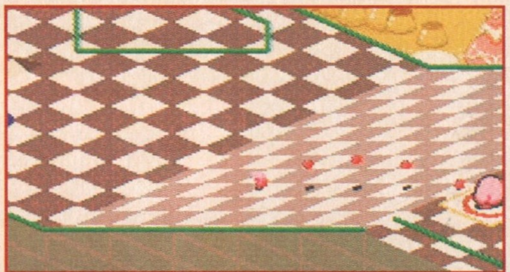
(1) Shoot with fly and top spin; aim so that the first bounce will be on the trampoline below you (near the warp).
(2) After bouncing on the trampoline, Kirby should hit the first enemy and roll down the hill towards the hole.

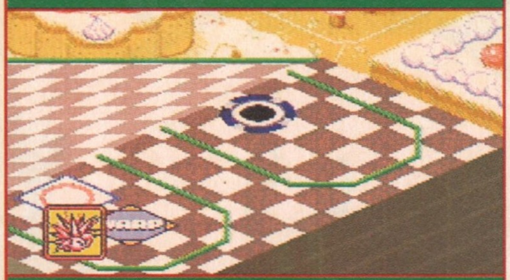




HOLE 4

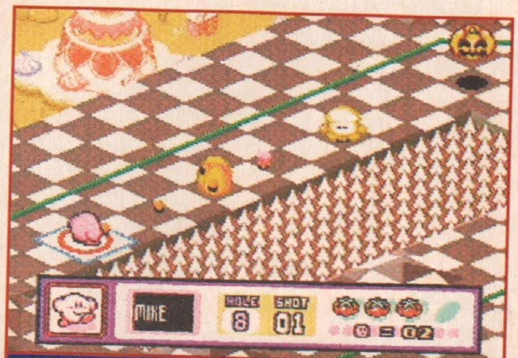
(1) Aim the guideline at the three nearby enemies and shoot using top spin to land on the Kick Panel.
(2) The Kick Panel will then roll Kirby into the remaining enemy and the hole.
(3) If you have missed the hole-in-one, try again and re-adjust your guideline.

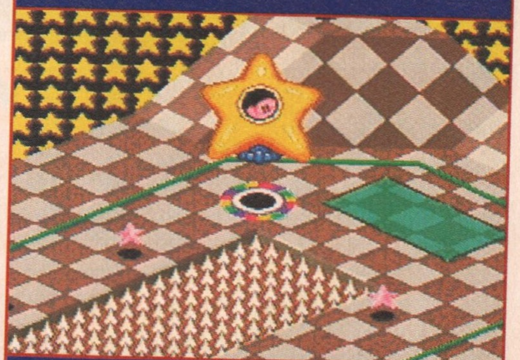




HOLE 6

(1) Shoot for the Kick and Dash Panels downhill from Kirby; make sure you roll with full power.
(2) After rolling up the side of the slope, you should defeat both enemies rolling back down the other side.
(3) If they're missed, use Needle to avoid rolling away.
(4) Shoot for the warp then use Needle to stop near the hole; now shoot for the hole.

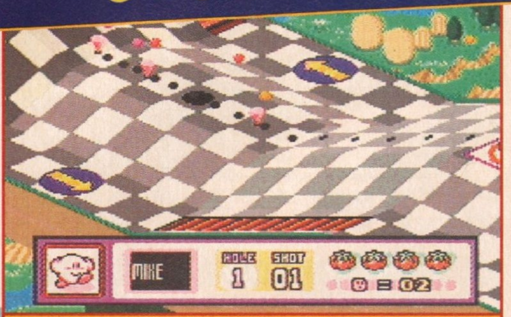


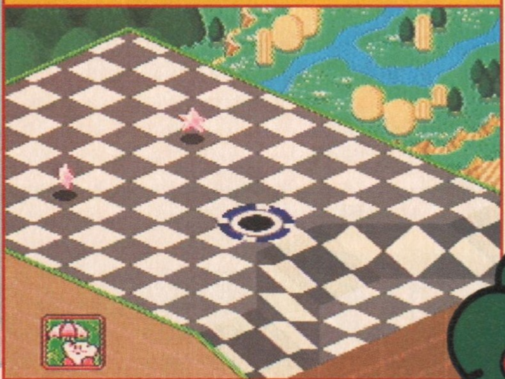


HOLE 8

(1) Shoot straight ahead at full power.
(2) Once the Flame enemy has been hit, press 'B'.
(3) As you come up the slope towards the Pumpkin enemy, use a burst of speed to bounce and catch it.
(4) Now head for the hole.

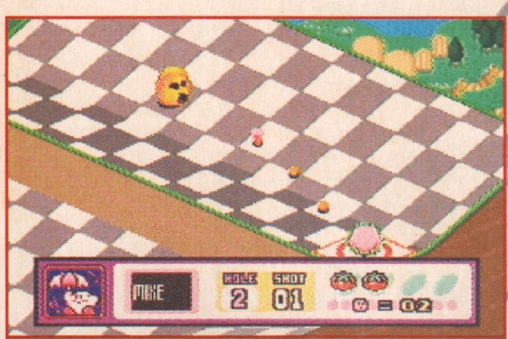
COURSE 7

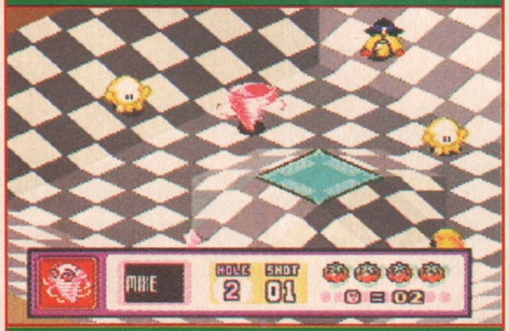




HOLE 1

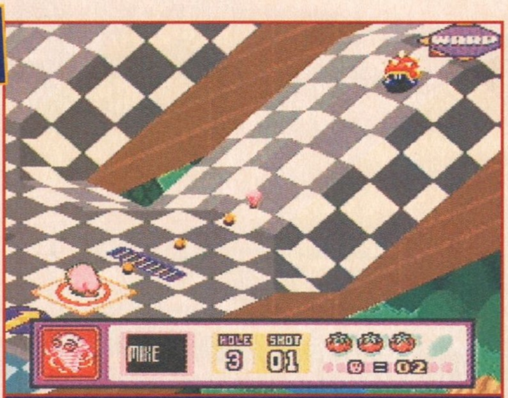
(1) Shoot with fly and full power at the UFO enemy.
(2) Activate the UFO power-up after hitting the enemy, making sure you're near the ground when it's activated.
(3) Guide the UFO into the remaining enemies and the hole.





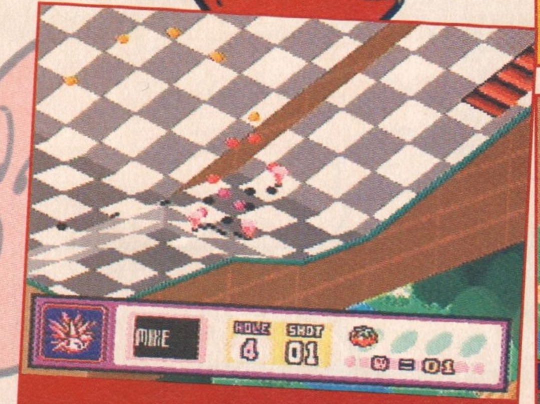
HOLE 2

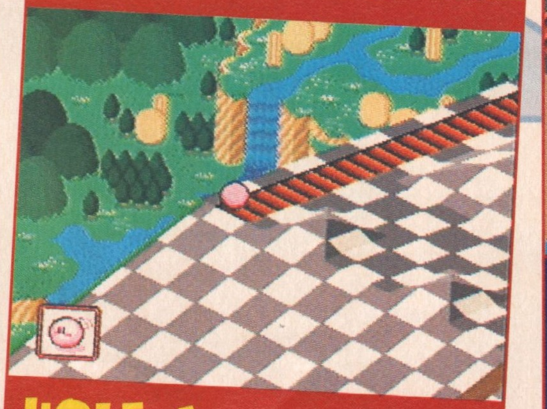
(1) Aim for the enemy ahead of Kirby and shoot at full power.
(2) Hit the Dash Panel, the Tornado enemy and the Kick Panel.
(3) Once you fall down a level, activate the Tornado and guide Kirby into the remaining enemies and the hole.



HOLE 3

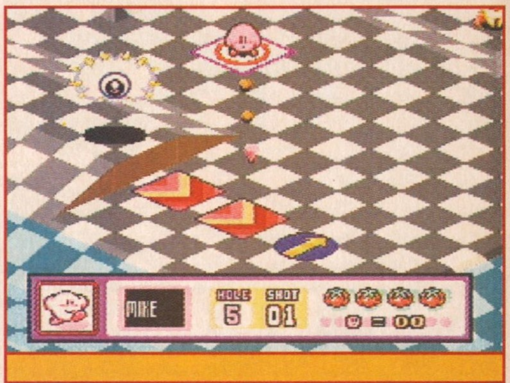
(1) Aim for the Needle enemy above Kirby and shoot with roll at full power. Use Needle to avoid rolling back down.
(2) You should roll underneath Kracko, hit the Dash Panel and fly across the water to the hole.

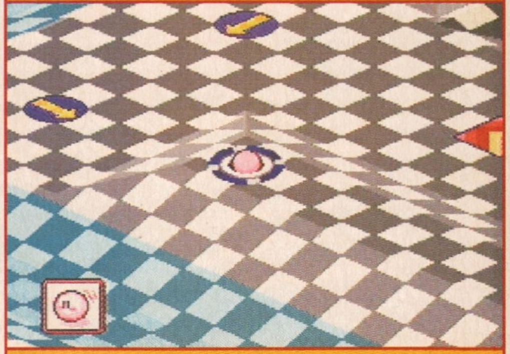




HOLE 4

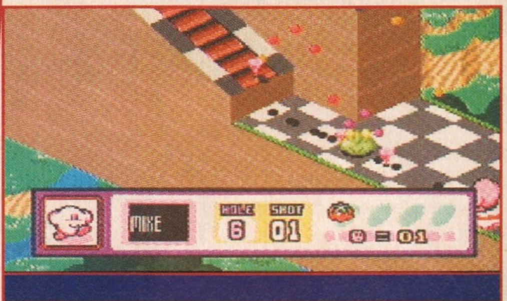
(1) Aim for the conveyor belt on the right of the screen; shoot with fly and full power to land on the belt.
(2) The belts will provide travel for Kirby – this is a possible hole-in-one as long as you shoot at full power.

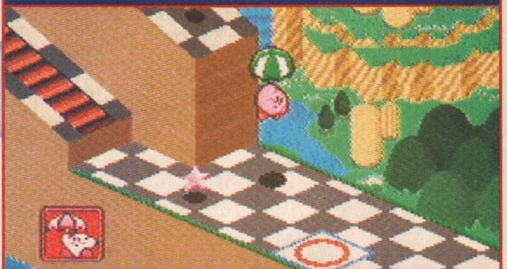




HOLE 5

(1) Aim for the two Dash Panels ahead of Kirby; centre the guideline at the top point of the small hill before them, then shoot at full power.
(2) Kirby will end up hitting the High Jump enemy and rolling towards the Kracko at the top of the screen.
(3) When Kirby reaches the Kracko use High Jump to fly over and land in the hole.

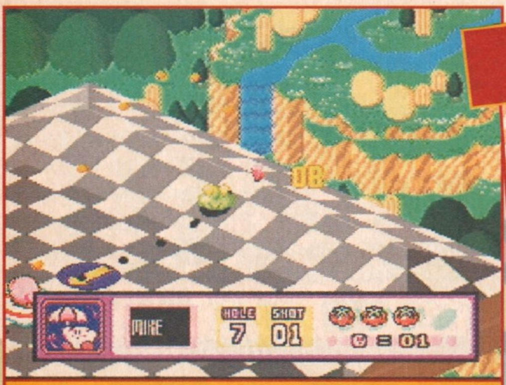


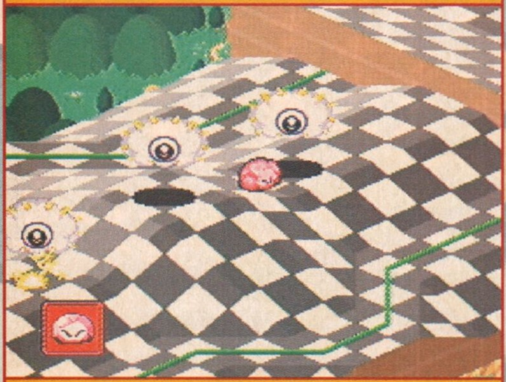


HOLE 6

(1) Aim for the enemy on the hill behind Kirby, then shoot at full power.
(2) If you have High Jump, use it before hitting the small green guy. If you don't, shoot Kirby onto the left conveyor belt.
(3) After hitting the High Jump enemy you should have rolled down the hill onto the right conveyor belt. If not, shoot Kirby into the centre of it.
(4) Kirby will roll into the Parasol enemy; use it to float down to the hole.

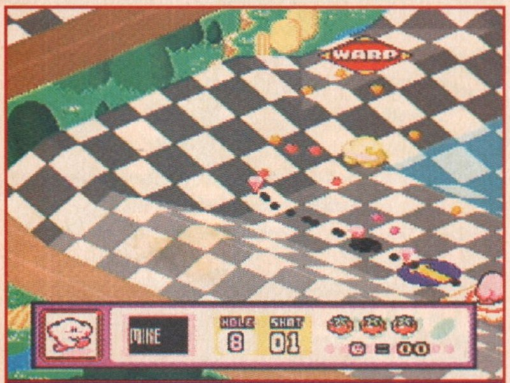
COURSE 8





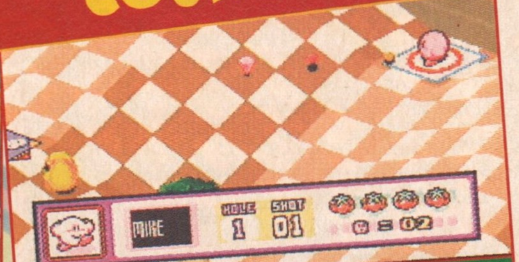
HOLE 7

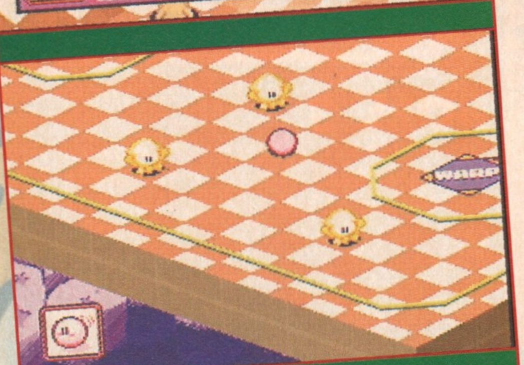
(1) Shoot with top spin at the enemy behind the Kick Panel.
(2) Once past the Kick Panel, Kirby will hit the Rock enemy and fall off the ledge.
(3) Use Rock to avoid getting hit by the Krackos.
(4) After rolling underneath the Krackos, use a burst of speed to hit the furthest Pumpkin enemy.
(5) The Kick Panel should rebound Kirby into the hole.



HOLE 8

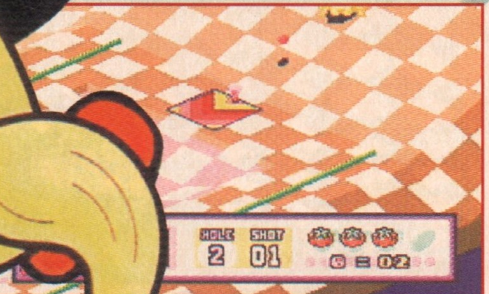
(1) Shoot with fly at the UFO enemy in front of Kirby.
(2) Use the UFO to fly straight at the Pumpkins on the other side of the hole.
(3) Shoot with fly once again to get back to the first part of the course and land in the hole.

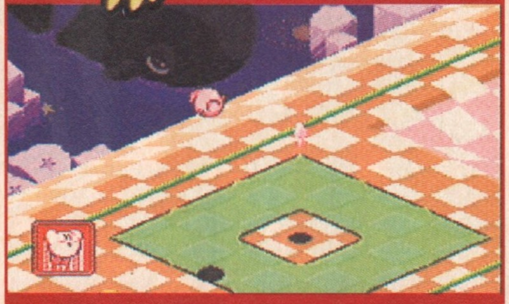




HOLE 1

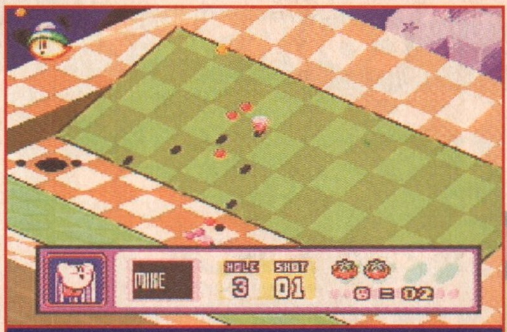
(1) Shoot straight at just under 3/4 power (don't move the guideline).
(2) Kirby should hit both Kabus on the slope and end up at the bottom.
(3) Depending on your angle, aim for the remaining enemies and shoot with roll, using spin if applicable.
(4) Make use of the bumpers so you hit more than one enemy at a time.

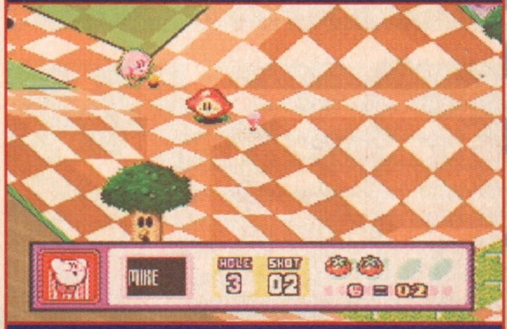




HOLE 2

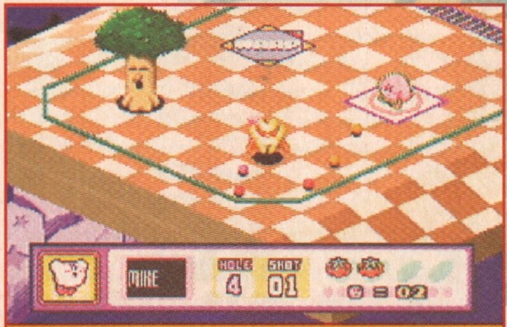
(1) Shoot straight at just under 1/4 power; Kirby will roll into the High Jump enemy and hit the Dash Panel.
(2) The Dash Panel will shoot Kirby over the pond. On Kirby's last bounce on the lake, use the High Jump technique.
(3) After hitting the suspended enemy, Kirby will roll into a Kabu.
(4) Re-adjust your aim and use the bumpers to hit the last enemy, then roll into the hole.

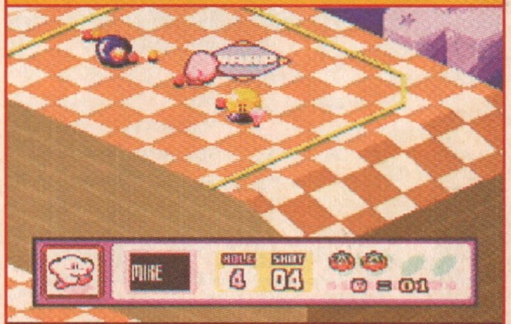




HOLE 3

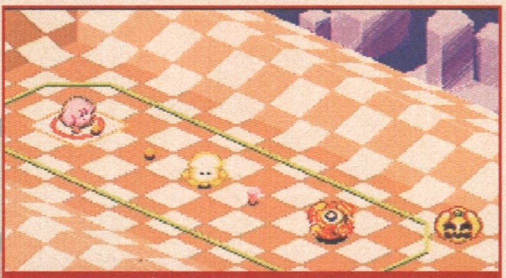
(1) Shoot with fly at the suspended enemy that the guideline is already pointing at.
(2) Shoot at about 3/4 power without any spin, then use a burst of speed when bouncing on the trampolines to avoid being hit by Gordo.
(3) This should line you up on the Waddle Dees. Shoot with roll at a speed consistent with the distance you are from the furthest Waddle Dee.

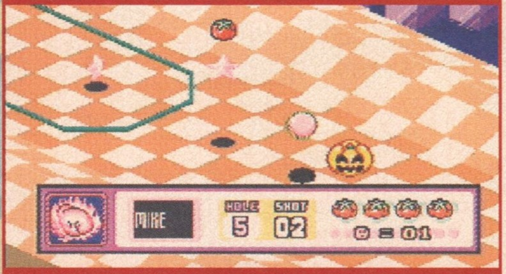




HOLE 4

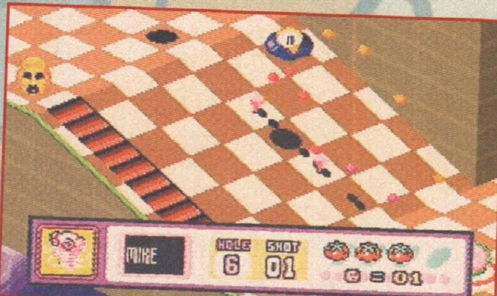
(1) Aim the guideline at the bumpers to line up on the High Jump enemy and then the Warp.
(2) Shoot with roll just over 1/2 power; Kirby should now be warped to the remaining enemies.
(3) Use roll and the bumpers to kill the remainder of the enemies and sink Kirby.

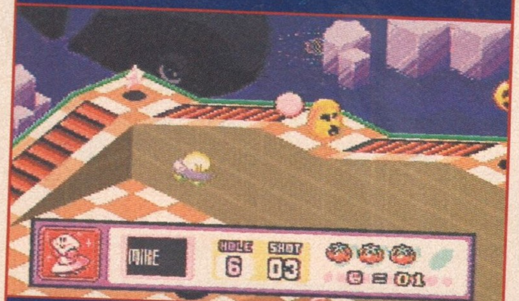




HOLE 5

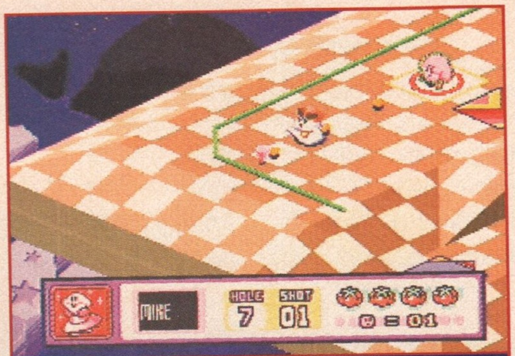
(1) Shoot straight ahead into the enemies within the rail.
(2) Line up on the Pumpkins and shoot with fly to hit them both.
(3) Use the Flame power-up until the Tornado enemy is hit.
(4) Activate the Tornado and guide Kirby into the two Tornado enemies on the slopes below.
(5) Finally, roll down into the hole.

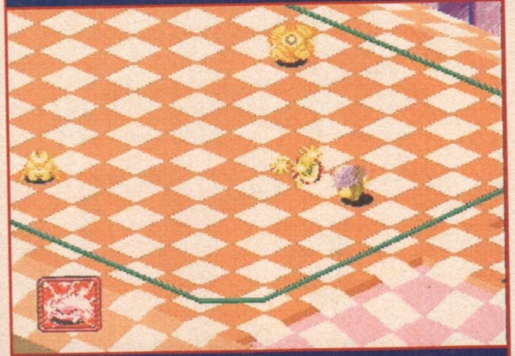




HOLE 6

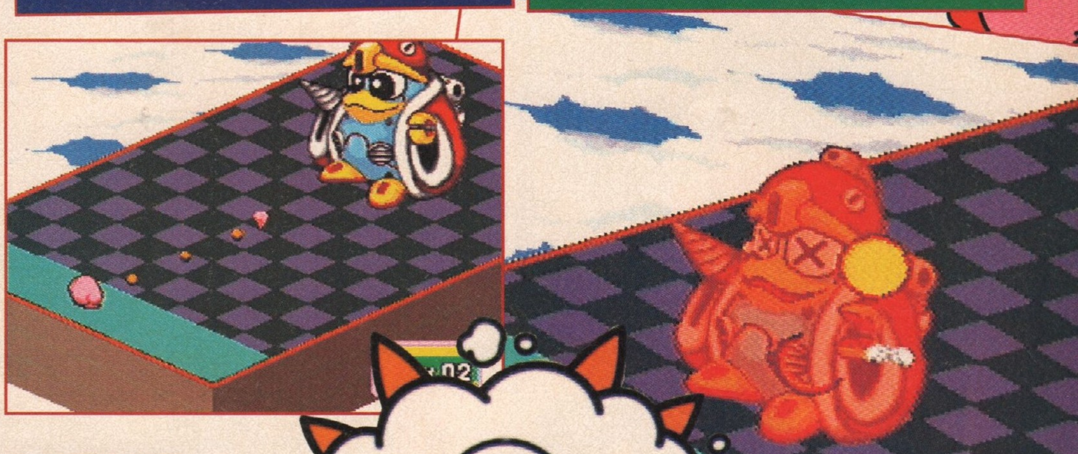
(1) Shoot with fly at the UFO enemy ahead of Kirby; make sure you use top spin at full power.
(2) After hitting the enemy, activate the UFO power-up.
(3) Hover into the two Kabus on the lower section, then into the Kabu in the corner of the upper section.
(4) End up on the conveyor belt leading to the last Kabu. Now shoot straight ahead to the UFO enemy.
(5) Activate the UFO before falling of the ledge and defeat the enemy. Turn Kirby around and head for the hole.

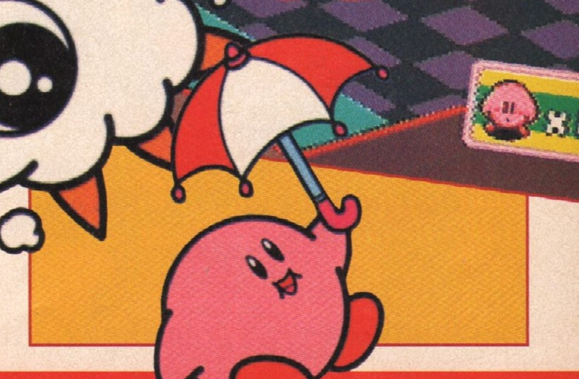




HOLE 7

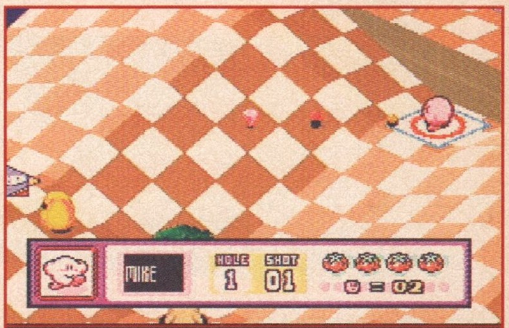
(1) Aim for the Snowman enemy and shoot at 3/4 power; you should end up hitting the Spike enemy and stopping.
(2) Roll to the warp below the Spike enemy; use Needle if necessary to keep from bouncing back through the warp.
(3) Aim with fly using top spin at medium speed so you hit the Spark enemy. Immediately activate the Spark to roll through the Whispy.
(4) When you hit the Tornado enemy on the other side of Whispy, activate the Tornado power-up and spin right into the High Jump enemy.
(5) Hit the bumper with the Tornado to rebound into the hole.

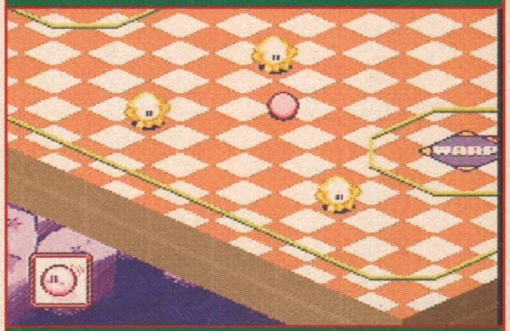




KING DEDEDE

King Dedede is the last baddy who stands in Kirby's way. To beat him, aim for the centre of his helmet using fly If his little helpers get too near, aim for them using roll then turn back to his helmet. Once beaten it's onwards to victory for our little pink pal!





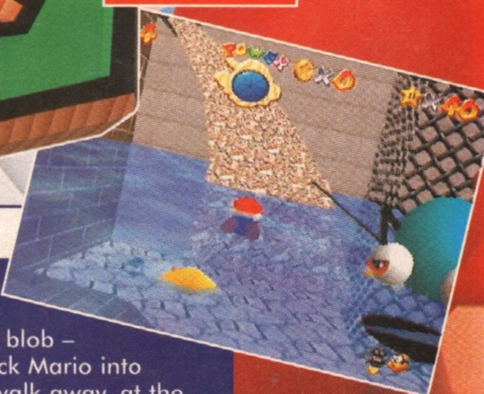
HOLE 8

(1) Shoot with fly over the Whispy to hit the Tornado enemy. Use the Tornado to spin over the Danger Zone and onto the Dash Panel.
(2) The Dash Panel will shoot you across the pond and down a level to the Flame enemy; activate Flame to cross the second pond and hit the bumper.
(3) If you stop at the bumper, make a very soft straight shot to get out from behind it and line up on the UFO enemy.
(4) Shoot with fly at the UFO enemy then activate it immediately; hover through the three suspended enemies.
(5) Fly up the hill to the High Jump enemy; the time on your UFO should now run out.
(6) Aim for the warp below the High Jump enemy and you should roll into the hole.

After much sweat and toil, Mario is nearing his ultimate confrontation with the nefarious Bowser. Mind you, there's still plenty of deadly ground to cover before this mother of all battles can take place! Yes, in this, the final part of our hitchhiker's guide, we reveal the last hidden secrets of SM64. If you don't want your future fun spoiled, we suggest you skip to page 78 right now!

THE HITCHHIKER'S GUIDE TO SUPER MARIO 64

PART 3

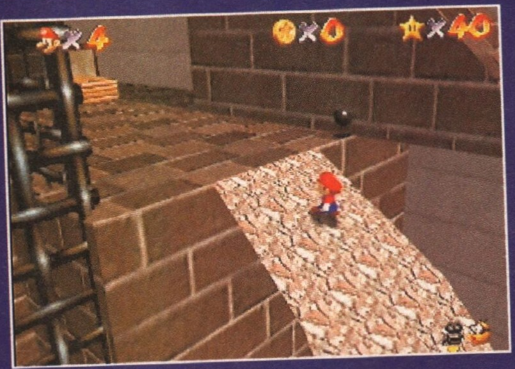


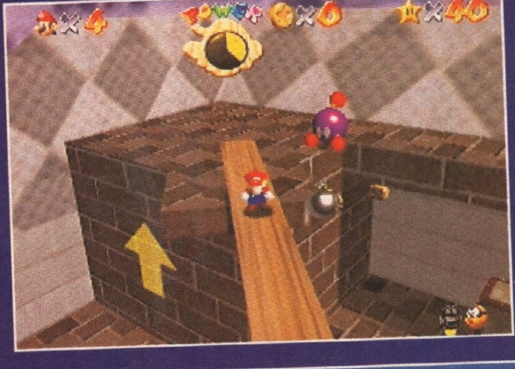
COURSE 11:
FLOODED CITY

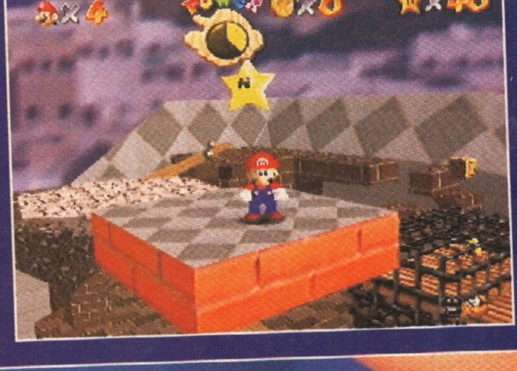
Mario's saga takes a decidedly soggy turn for the worse when our plumb-tastic hero battles bathing baddies and solves cunning conundrums in this Course partially submerged in water. Tiny crystal switches dotted here and there alter the water level, and you'll have to experiment with them a fair bit to work out how to reach those vital Power Stars.

HIGH ANXIETY!

There's a spiralling ramp just a short swim from Mario's starting position, which leads him up to an area patrolled by a giant purple blob – avoid this geezer at all costs, or else he'll chuck Mario into oblivion. The first Power Star lies just a short walk away, at the end of a narrow plank floating in mid-air. Mind those shocking spheres, though!

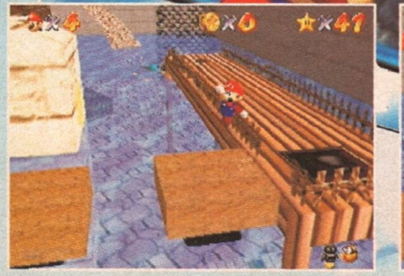


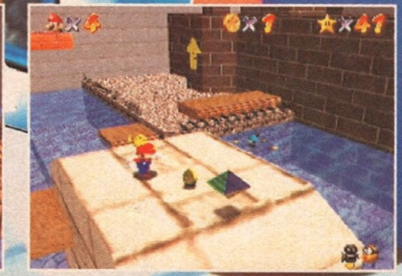


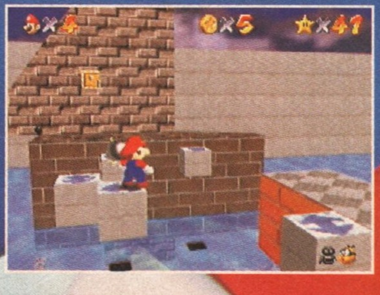


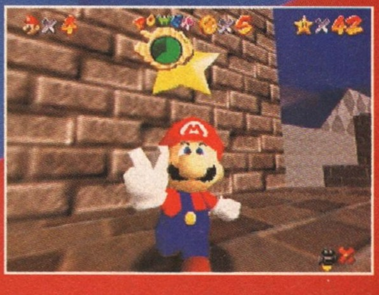
YOU REALLY MOVE ME!

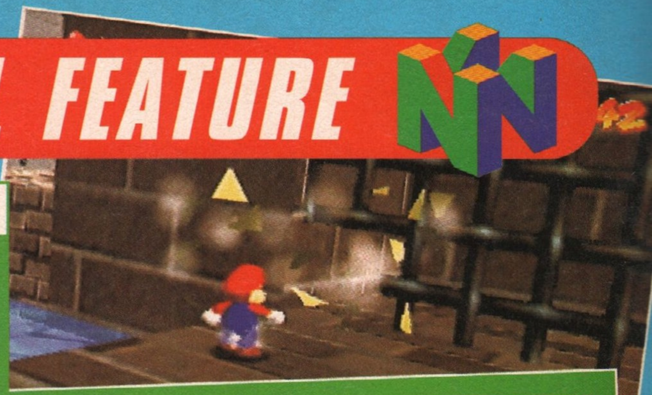
A nearby switch pad activates a temporary bridge that'll allow Mario to reach a crystal switch, raising the water level by a notch. Now Mario can jump up to a mini maze of arrowed blocks that trundle back and forth; by successfully navigating them, Mario can reach a yellow block containing another Power Star.





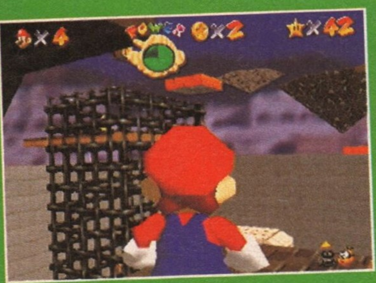


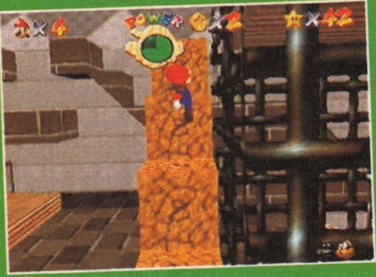


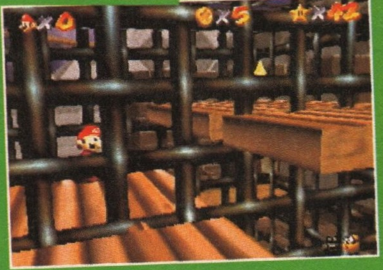


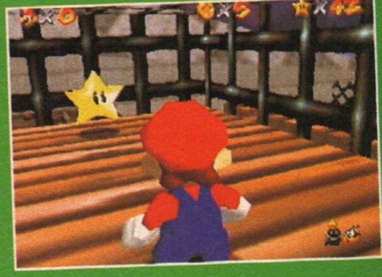
LIFTIN' ME HIGHER!

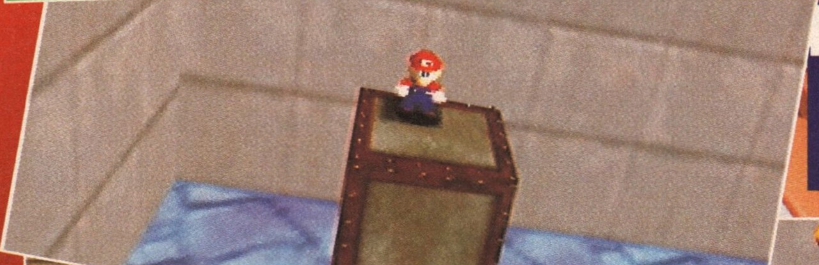
Tricky, this one! A tantalising Power Star sits there, for all the world to see, trapped inside a metal cage. To reach it Mario must first swim down to the lowest switch crystal and totally drain the Course, allowing him smash the block obstructing the only entrance to the cage. Now Mario has to climb up to the wooden platform next to the Star, activate the lift platform, drop down, rush inside the cage and then jump up onto the lift as it reaches its lowest point to be carried to the Star!





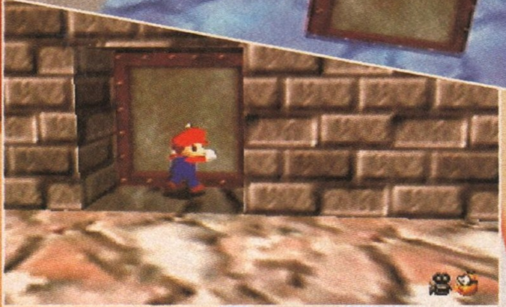


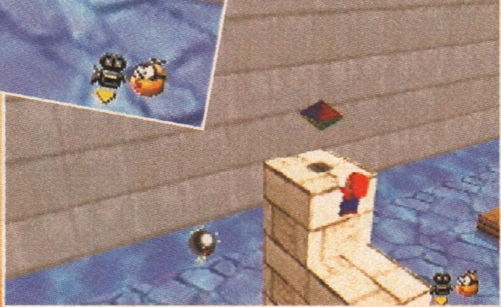


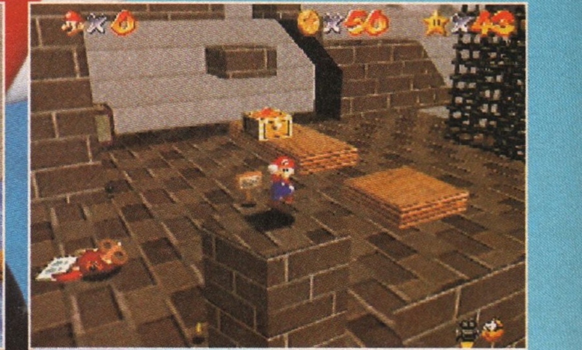


WANNA KNOW A SECRET!

If you smash or push certain blocks you'll sometimes see a number appear. There are five of these special crates, and by activating them all you'll make a Star appear. Suffice it to say, there's much confusing crystal switch toggling required to get them all.

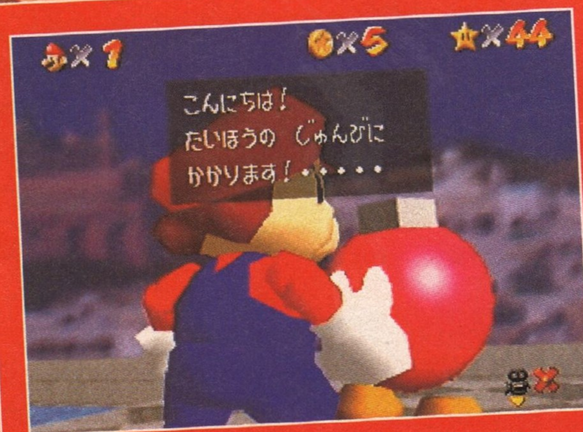


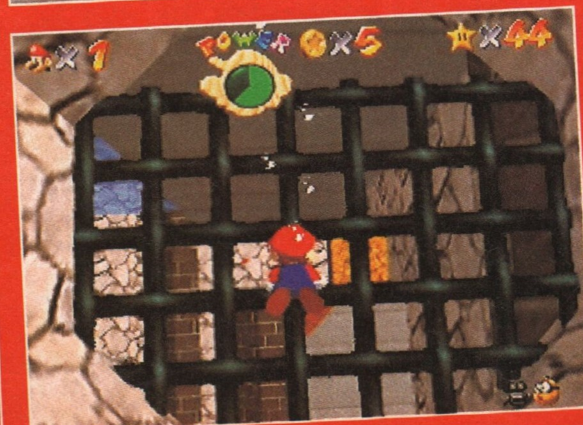


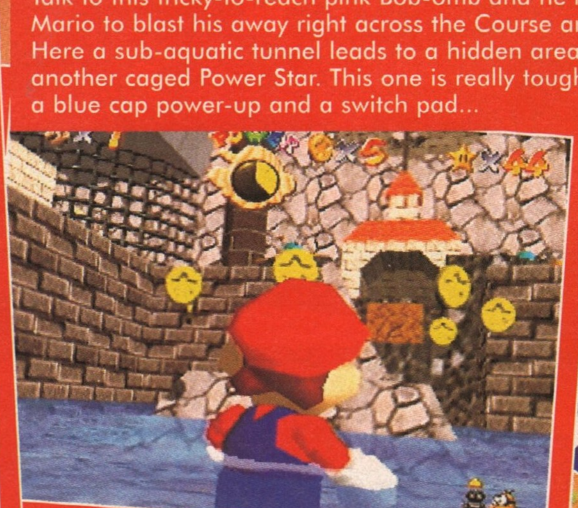


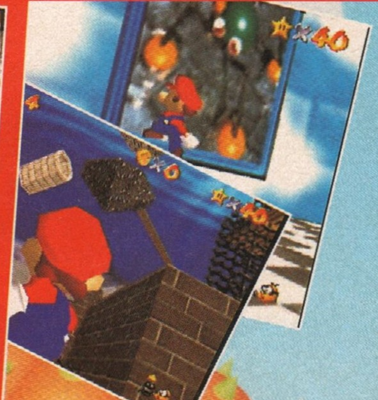
THE LOST WORLD!

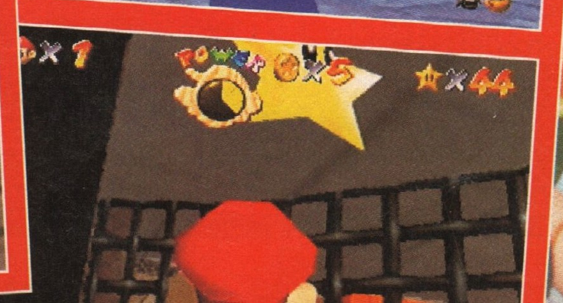
Talk to this tricky-to-reach pink Bob-omb and he'll open up the cannon, allowing Mario to blast his away right across the Course and into a secret fenced-off area. Here a sub-aquatic tunnel leads to a hidden area, containing eight red coins and another caged Power Star. This one is really tough to get, requiring cunning use of a blue cap power-up and a switch pad...









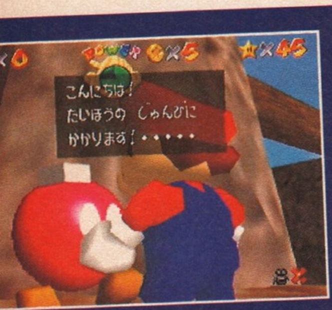


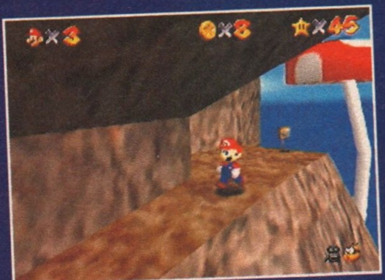
COURSE 12:
TALL-TALL MOUNTAIN

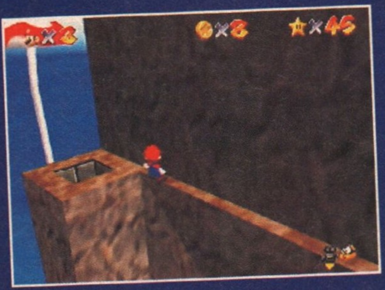
If you've got a fear of heights then you'll absolutely hate this Course – it's packed full of perilously narrow walkways perched high over bottomless chasms, and there are several occasions when you'll be asked to perform death-defying leaps that'll make your knees tremble! The best advice we can offer is take your time and keep a cool head – he who panics is lost!

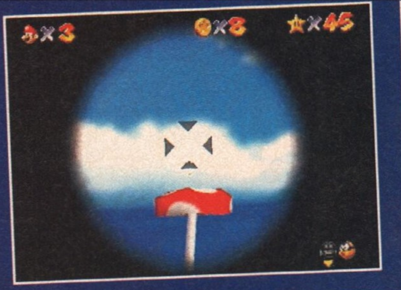
MUSHROOM MADNESS!

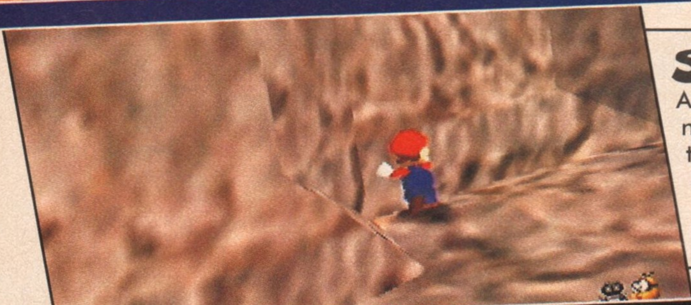
Mario's first Power Star can be seen spinning away merrily on a giant mushroom floating out in the middle of space. There's no way you can reach it using Mario's normal repertoire of jumps – instead you have to call upon the aid of the local pink Bob-omb, and ask him to let you use his cannon. One short, carefully-aimed shot later, and the Star will be in your grasp!





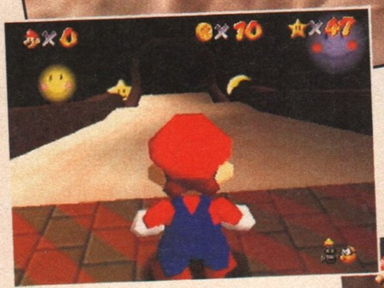


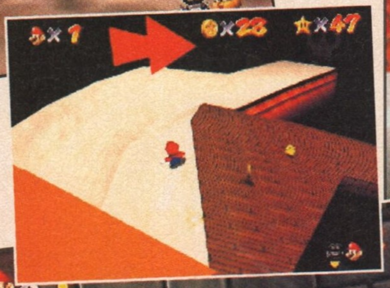


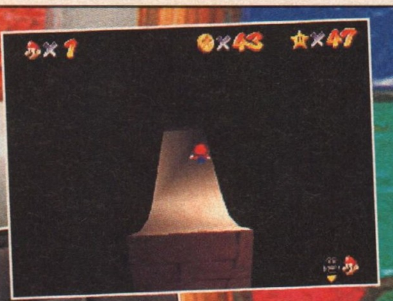


STARLIGHT RIDE!

As you make your way up the side of the mountain, you might notice a strange rippling wall... As you might guess it's a warp, this time to a nerve-jangling ride down a slippy-slidey chute. It's the toughest of all the chutes in the game, but manage to make it to the end in one piece and you'll be rewarded with a Power Star.

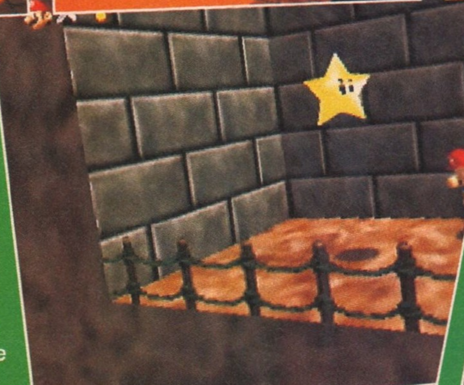


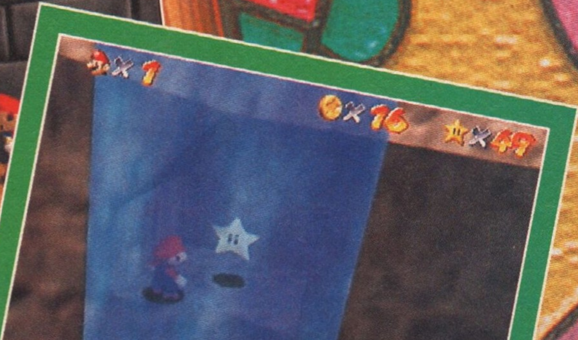


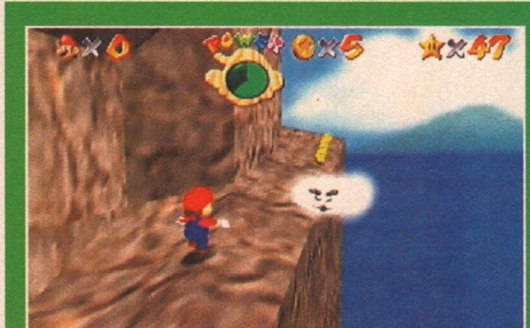


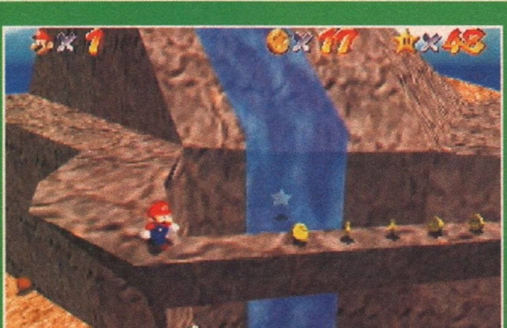
WATER RUSH!

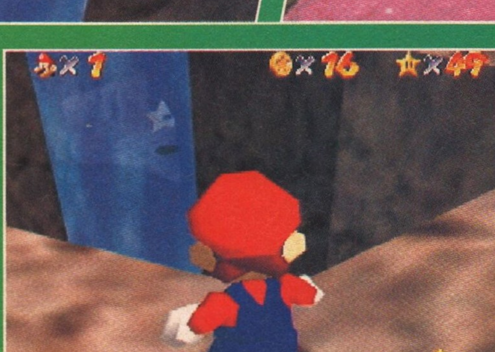
As Mario nears the very top of the mountain, he'll see a Power Star glittering behind a tumbling wall of water. Although it seems really easy to reach, it's actually very tough – you'll need to make a carefully positioned dash-jump to get it. Fail, and you'll tumble all the way back down to the base of the mountain. Doh!





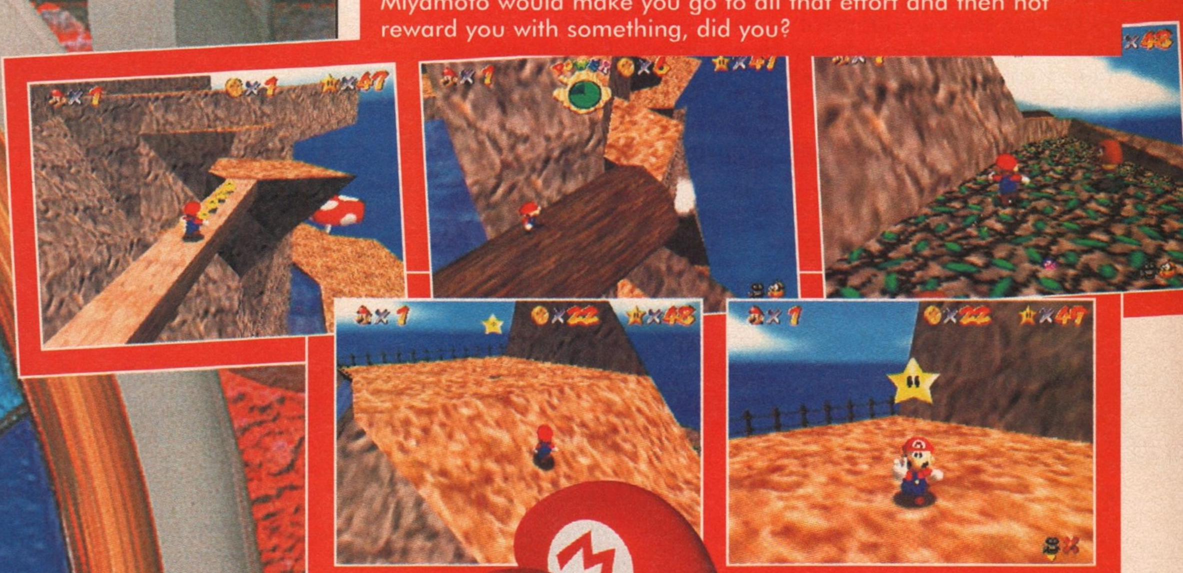






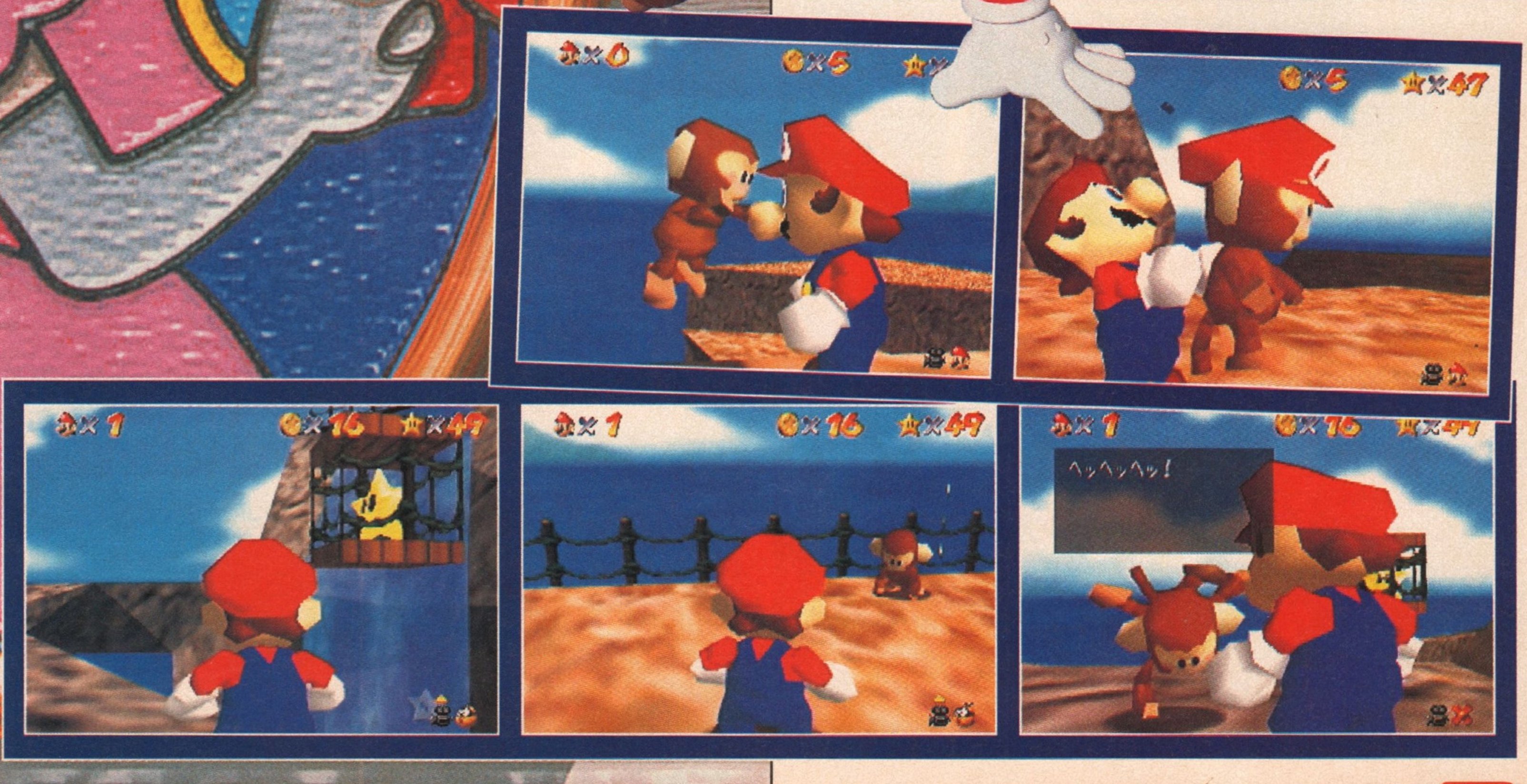
PINNACLE OF SUCCESS!

Made it – the top of the mountain! And what a surprise – there's a Power Star here! Well, you didn't really think that Shigeru Miyamoto would make you go to all that effort and then not reward you with something, did you?



MONKEY MANIA!

By now you're bound to have met the cheeky little monkey. If you pick him up, he'll nick your cap – and it's a devil to get back again! However, he's worth making friends with 'cos he's got a mate who sometimes hangs around at the top of the mountain, and if you chat to him nicely he'll jump up and collect a precious Power Star from a cage for you.



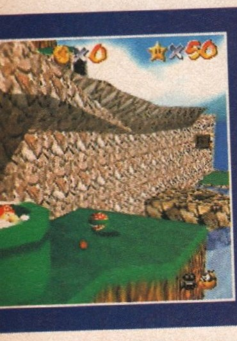
ヘッヘッヘッ!

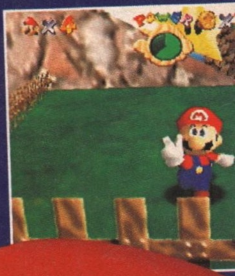
COURSE 13: LITTLE-BIG ISLAND

Two paintings act as gateways to this Course. Both look identical from a distance; it's only when you get up close to them that the differences become apparent – one is normal sized, while the other is HUGE! There are shades of Alice Through The Looking Glass here, 'cos depending upon which painting you jump through you'll enter the Course as either a giant Mario or a tiny Mario.

PIRANHA PANIC!

Entering the Course in his giant form, Mario's only path ahead lies across the two tiny islands nearby. On the second island there's a pipe, and by dropping into it our hero is shrunk down to his tiny form. When he emerges a forest of Piranha Plants await, eager to do battle, but if Mario manages to mow them down he'll earn a Star.



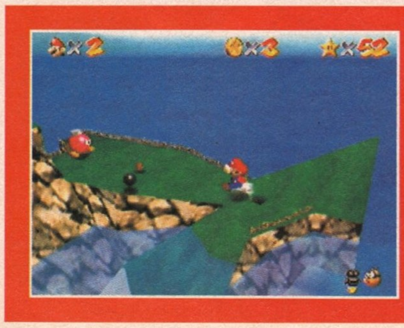


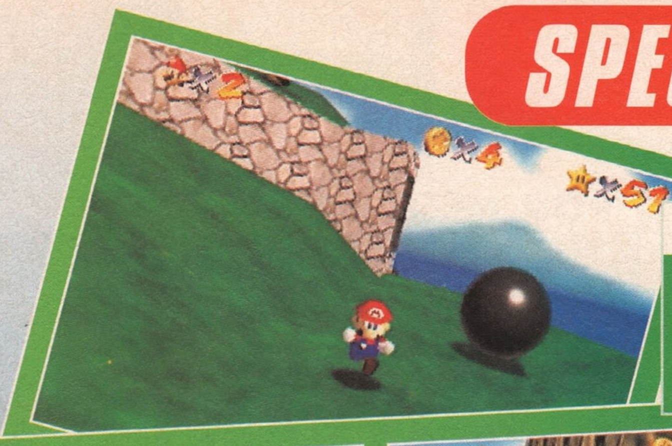
TAME THE TROOPER!

Remember how you raced a Koopa Trooper to the top of the hill in the very first Course? Well, here's the chance to do it all over again, only harder. This time the race track takes you over a bottomless ravine traversed by strong winds, where one mistake will send Mario plummeting to his doom!

MIGHTY MAZZA!

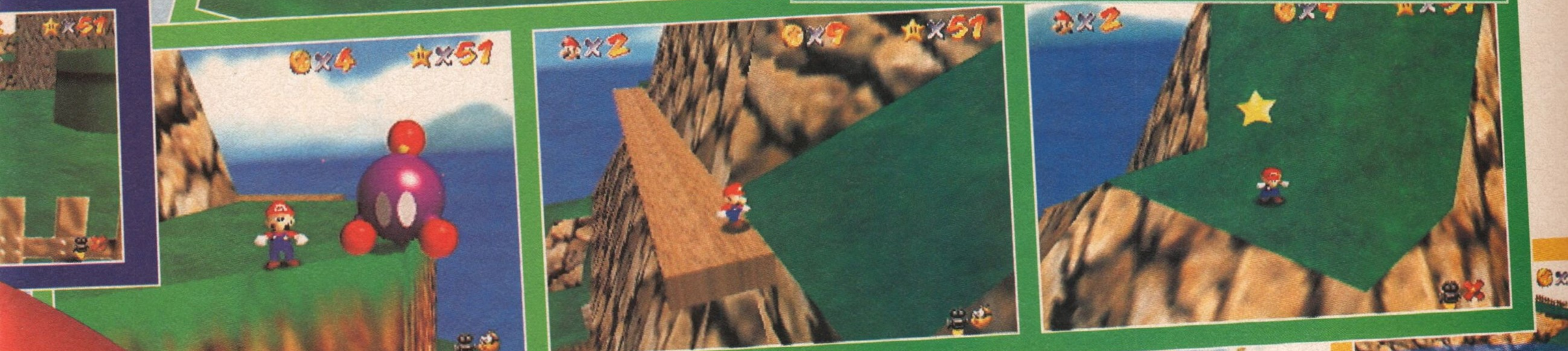
The clever thing about this Course is that there are some places that are only accessible to Mario when he's teeny, such as the cannon and the entrances to the inside of the mountain. However, if you visit all these locations as big Mario (there are five in all), you'll earn another Power Star.





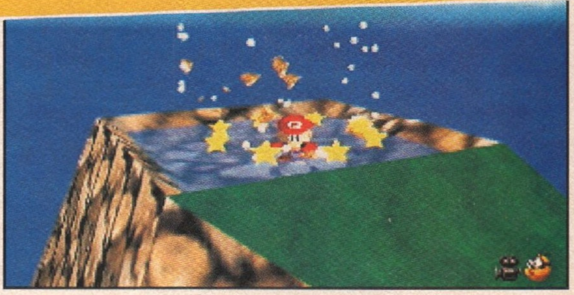
A LITTLE STAR!

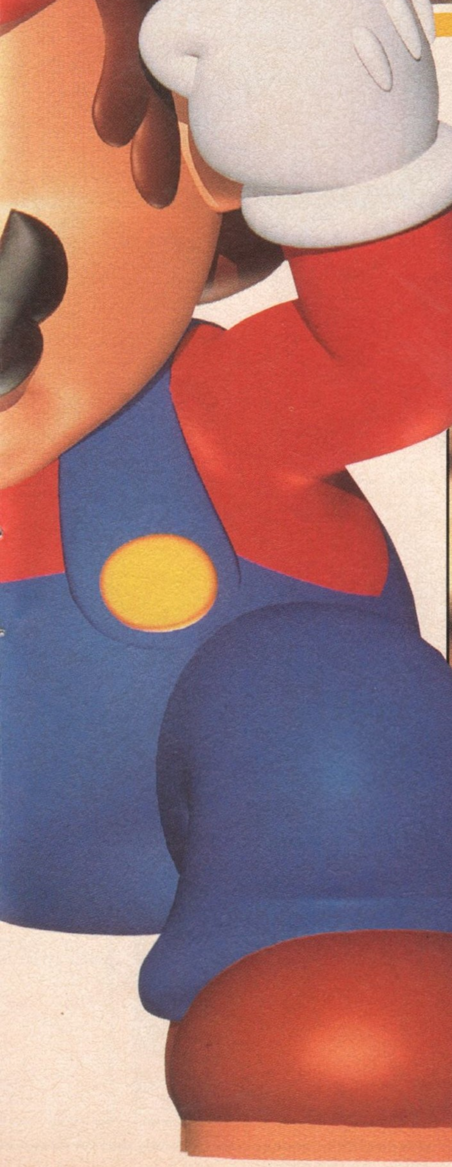
It's not easy being small, as Mario finds out when he's in his shrunken form. The baddies are huge, and will squash him if they get too close. However, manage to make it to the top of the mountain in one piece and there's a crate containing a Power Star to be found.

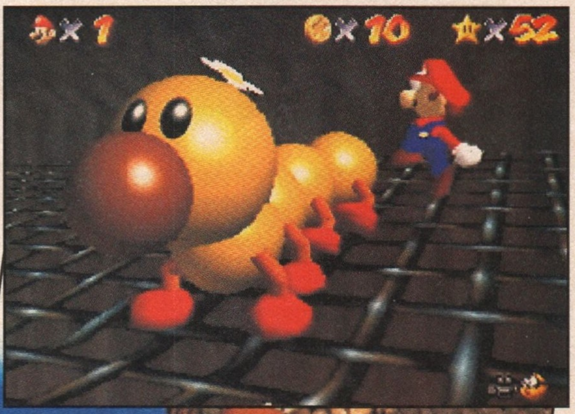


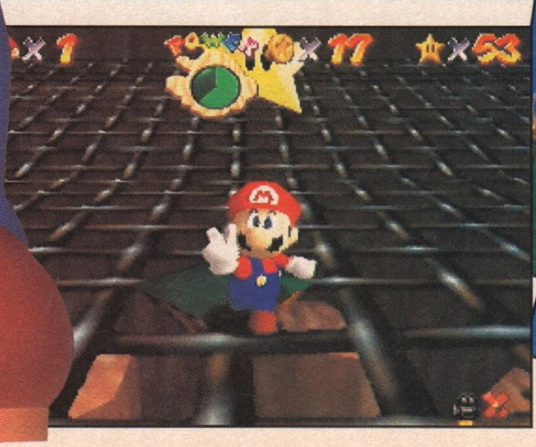
MAKIN' TRACKS!

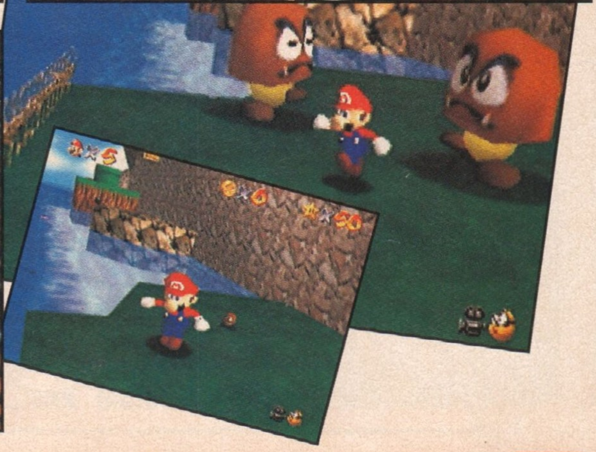
By butt-bashing the crater on top of the mountain as big Mario, you'll open a hidden entrance to the mountain's interior which you can only access as small Mario. Inside is the lair of a giant caterpillar who, once defeated, will relinquish his treasure – an awesome Power Star!

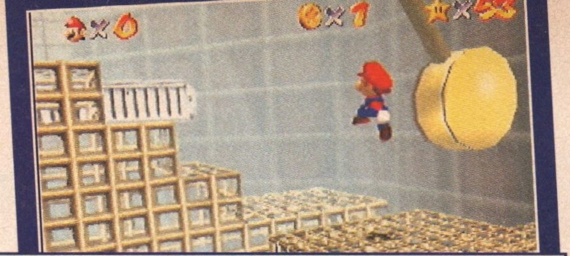










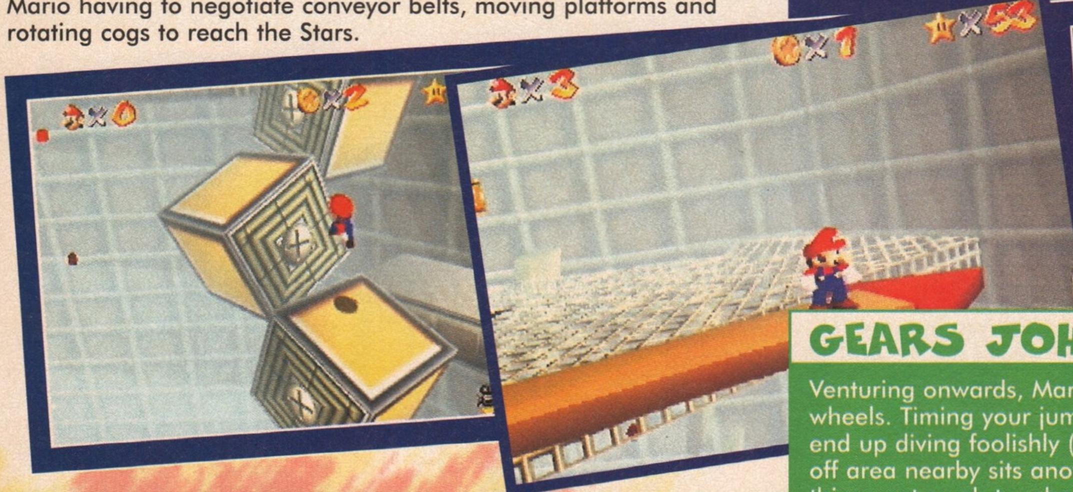


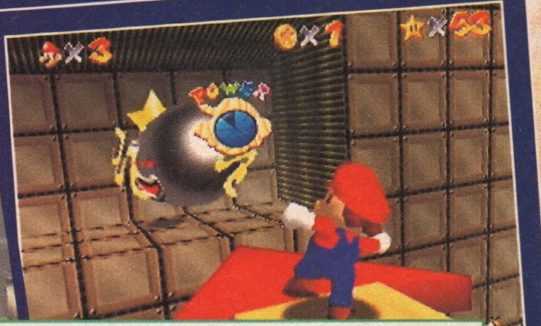
COURSE 14: TICK-TOCK CLOCK

Prepare to lose any hair that you have left of your head in this Course, 'cos by our reckoning it's the toughest – and hence the most frustrating – of the lot! Set inside the whirring guts of a giant grandfather clock, it's essentially one long assault course, with Mario having to negotiate conveyor belts, moving platforms and rotating cogs to reach the Stars.

YOU NEED HANDS!

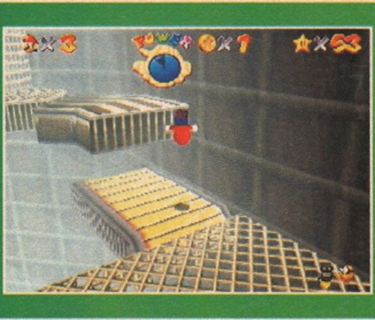
No sooner has Mario started his journey through the cogs and gears than he comes across a giant clock hand. By hopping onto it, Mazza can hitch a ride around to a little hole in the wall, where one of those pesky Power Stars waits to be collected.

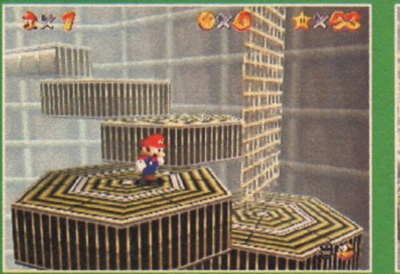


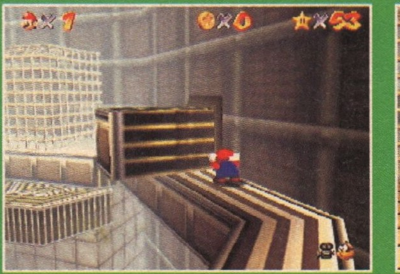


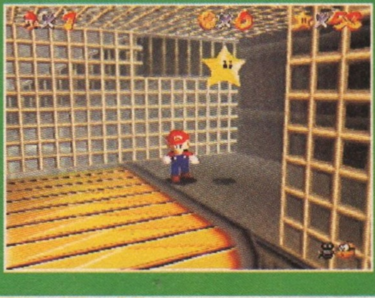
GEARS JOHNNY!

Venturing onwards, Mario has to get past some spinning gear wheels. Timing your jumps is essential here, or else Mario will end up diving foolishly (and lethally) into the abyss. In a caged-off area nearby sits another Power Star. Relish collecting it – things get much tougher from now on...



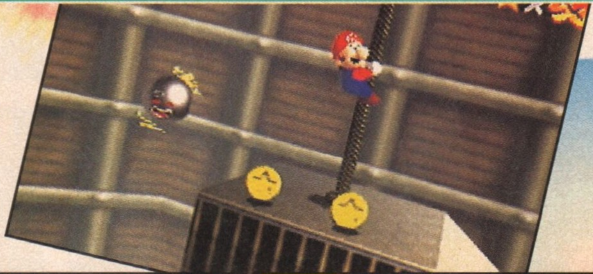


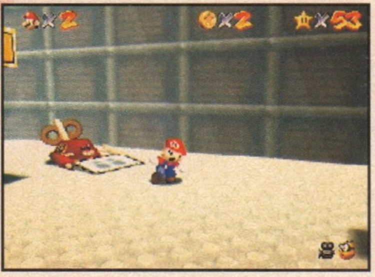


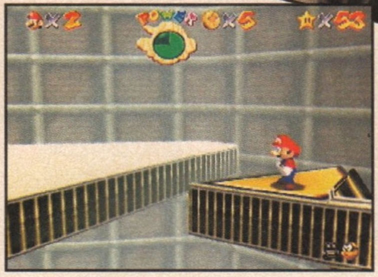


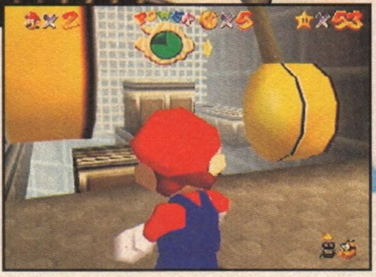
WATCH THE CLOCK!

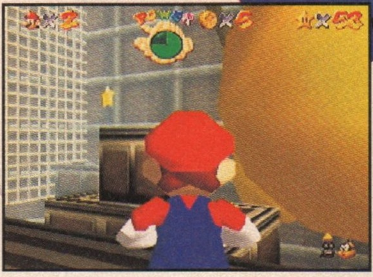
More skilful timing is needed later on to dodge the swinging pendulums guarding the pathway to the third Power Star. Luckily, there's an energy-replenishing Heart not too far away that you can use to repair any damage caused by the swaying weights.

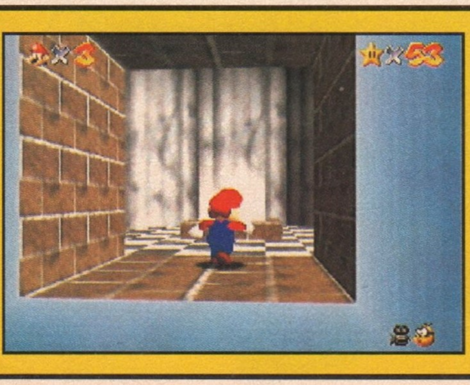


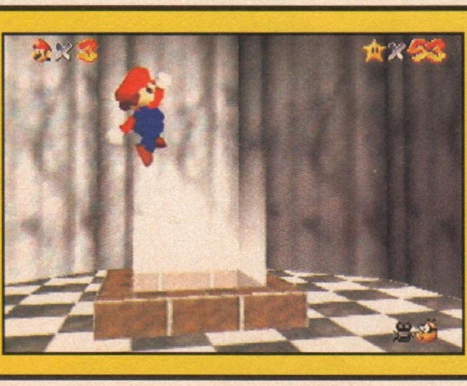


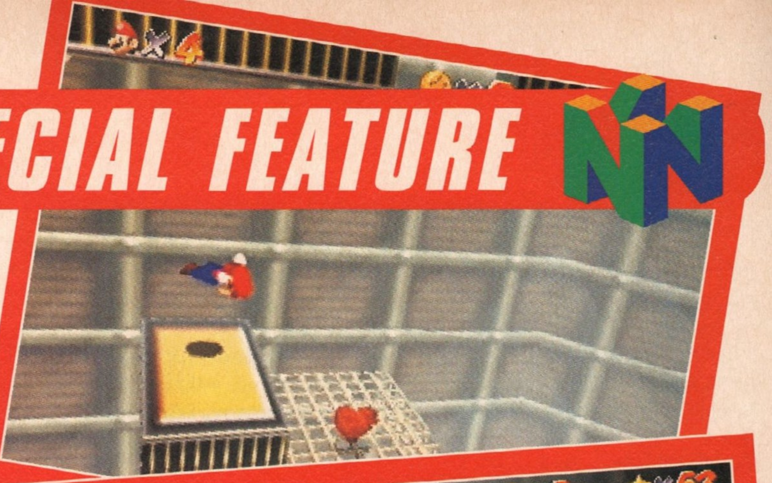






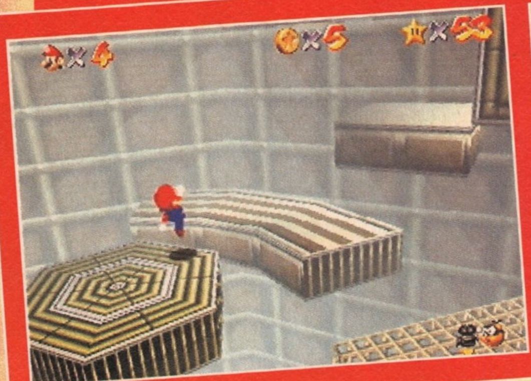


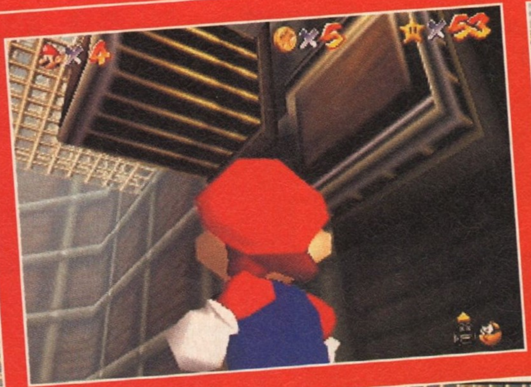


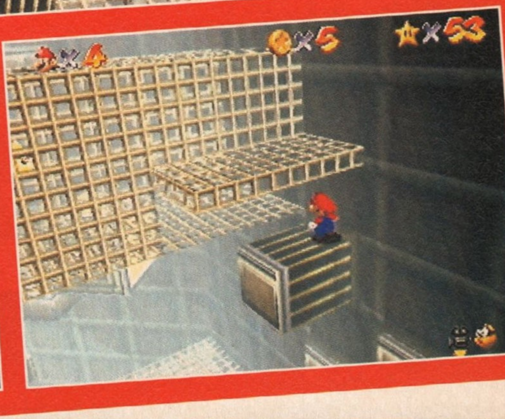


STAIRWAY TO HEAVEN!

Getting the next Power Star is more annoying than difficult. Basically, Mario has to use the blocks moving in and out from the wall as steps in order to reach the treasure. However, it's very easy to fall off or miss your jump, which plonks you right back at square one. Oh well, at least it doesn't cost you any energy!

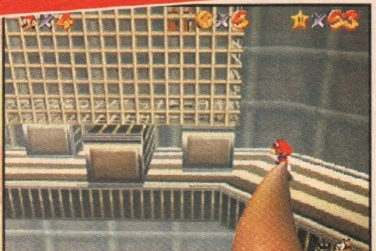


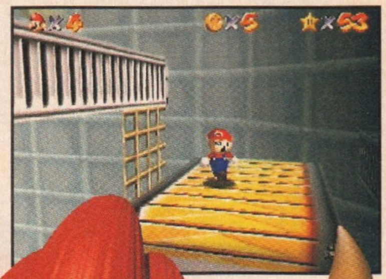


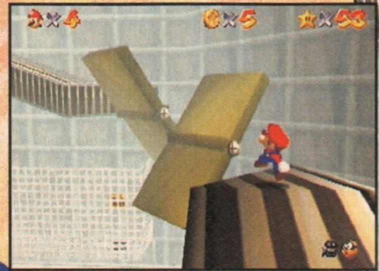


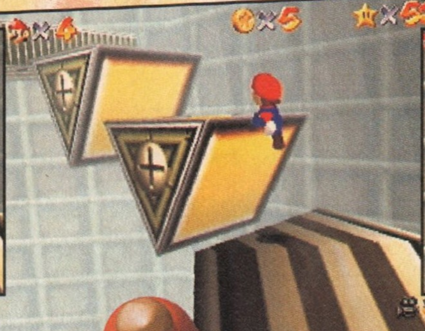
BLOCK BUSTER!

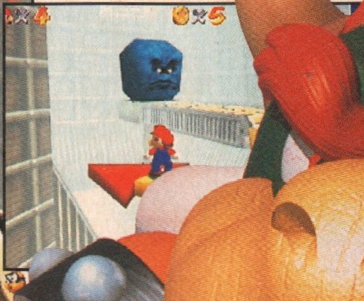
A hair-raising journey across some rotating platforms takes Mario the very top of the clock. Here there's another clock hand that'll carry our hero around to a conveyor belt, at the end of which is a pounding Thwomp. The trick is to jump over the Thwomp and grab the Star, but with the floor constantly moving that's not as easy to do as it sounds!

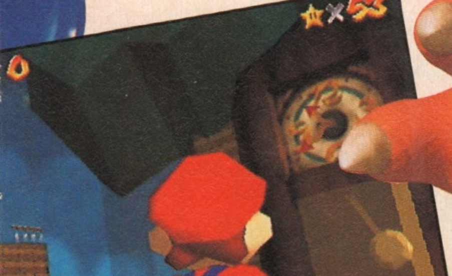






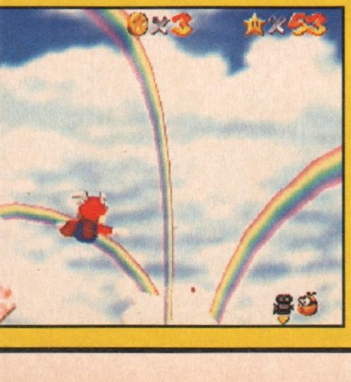


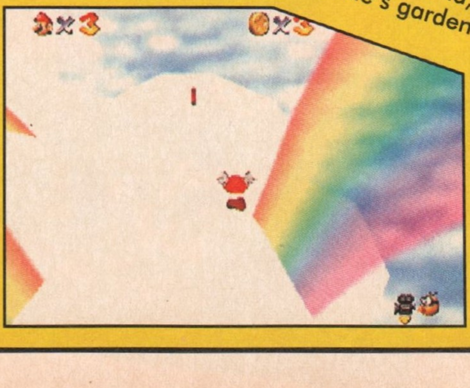


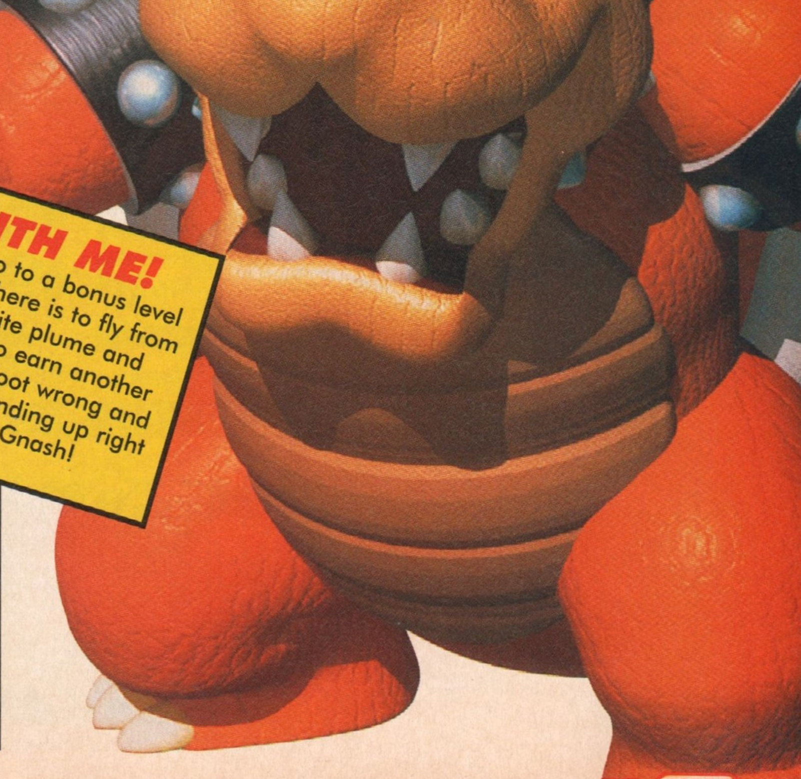


COME FLY WITH ME!

A hole in the floor warps Mario to a bonus level high up in the clouds. The aim here is to fly from fluffy white plume to fluffy white plume and collect eight red coins in order to earn another Power Star. The problem is, one foot wrong and Mario'll plummet to the ground, ending up right back in the castle's gardens! Gnash!





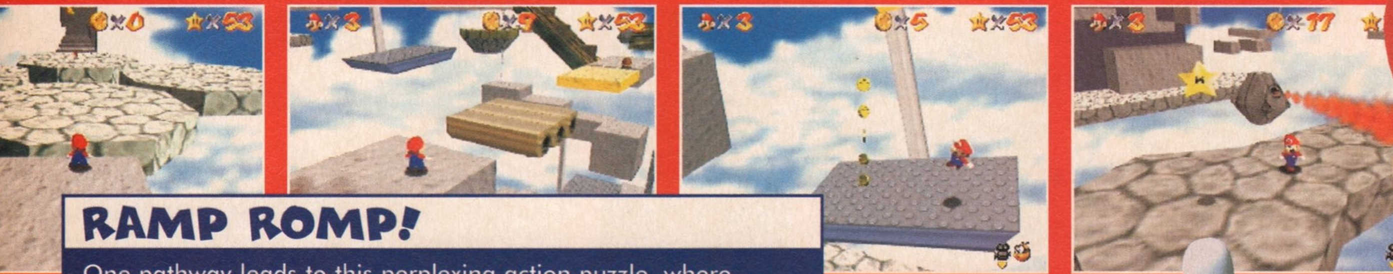


COURSE 15: RAINBOW CRUISE

Just when you thought Super Mario 64 could astound you no more, you enter this Course! It's arguably the most visually impressive Course in the entire game, consisting of platforms hanging in space, each connected by translucent rainbow pathways! Wow!

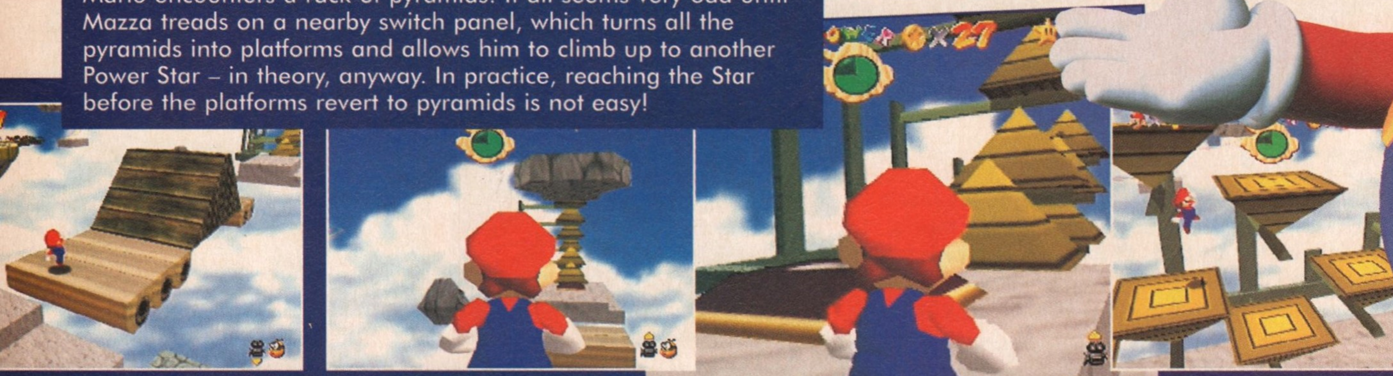
UP AND AWAY!

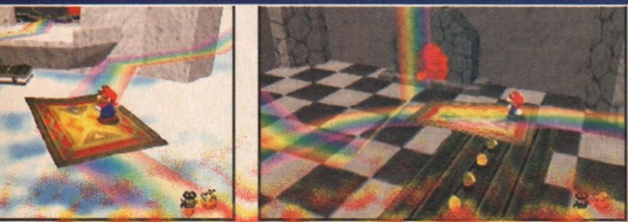
After a short carpet ride, Mario is faced with a choice of three paths. Heading off to the left takes our hero through an assault course of wildly-swinging see-saws and disappearing floor panels, at the end of which is one of those juicy Power Stars!



RAMP ROMP!

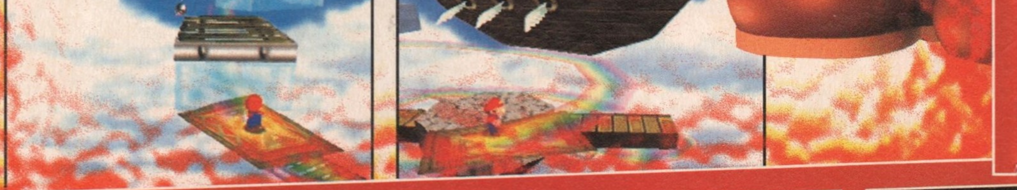
One pathway leads to this perplexing action puzzle, where Mario encounters a rack of pyramids! It all seems very odd until Mazza treads on a nearby switch panel, which turns all the pyramids into platforms and allows him to climb up to another Power Star – in theory, anyway. In practice, reaching the Star before the platforms revert to pyramids is not easy!





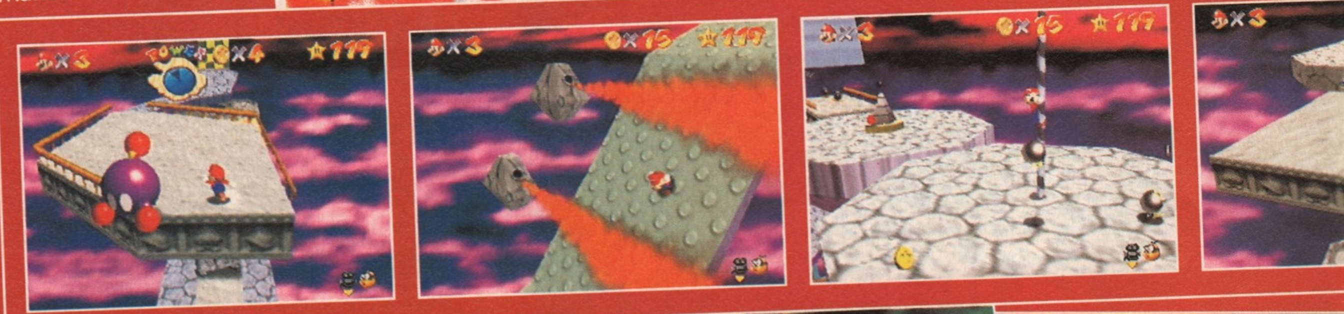
WE ARE SAILING...

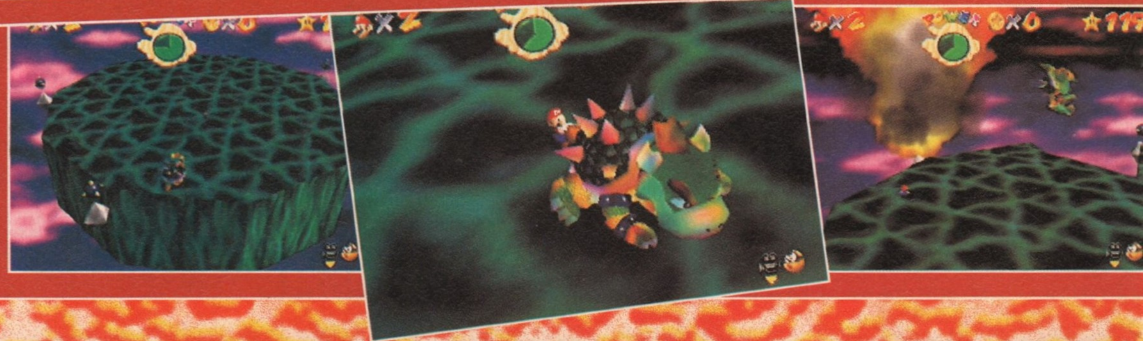
You want tension? Then try the right-hand pathway – this leads to two white-knuckle carpet rides that'll test your pixel-perfect jumping skills to the absolute limit. You must succeed, though, 'cos each ride culminates in the awarding of yet more Power Stars!



TO THE DEATH!

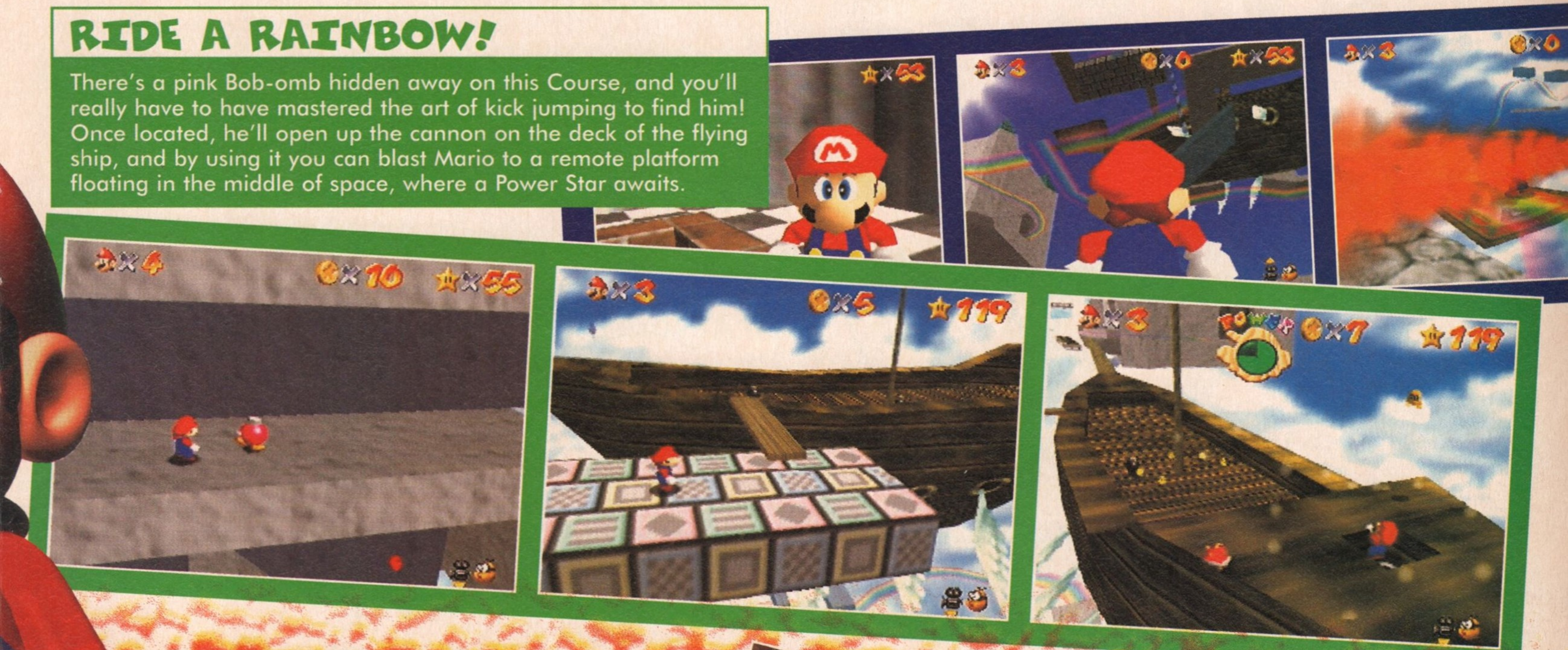
Once you've collected 70 Power Stars, the door to Bowser's ultimate lair opens. Yup, the big bruiser's back for one last ruck – and this time he's badder than ever! Mario has to lob him into the big bombs rimming the arena not once, not twice but THREE times! And as if that didn't make things tough enough, Bowser has a lethal new fireball attack and a mighty earthquake stomp that sends out big ripples of severe power-draining devastation! Even worse, the arena shrinks to a tricky-to-navigate star shape after Bowser loses his second 'life'! Phew! Next time, perhaps Luigi ought to get off his butt and rescue the Princess!

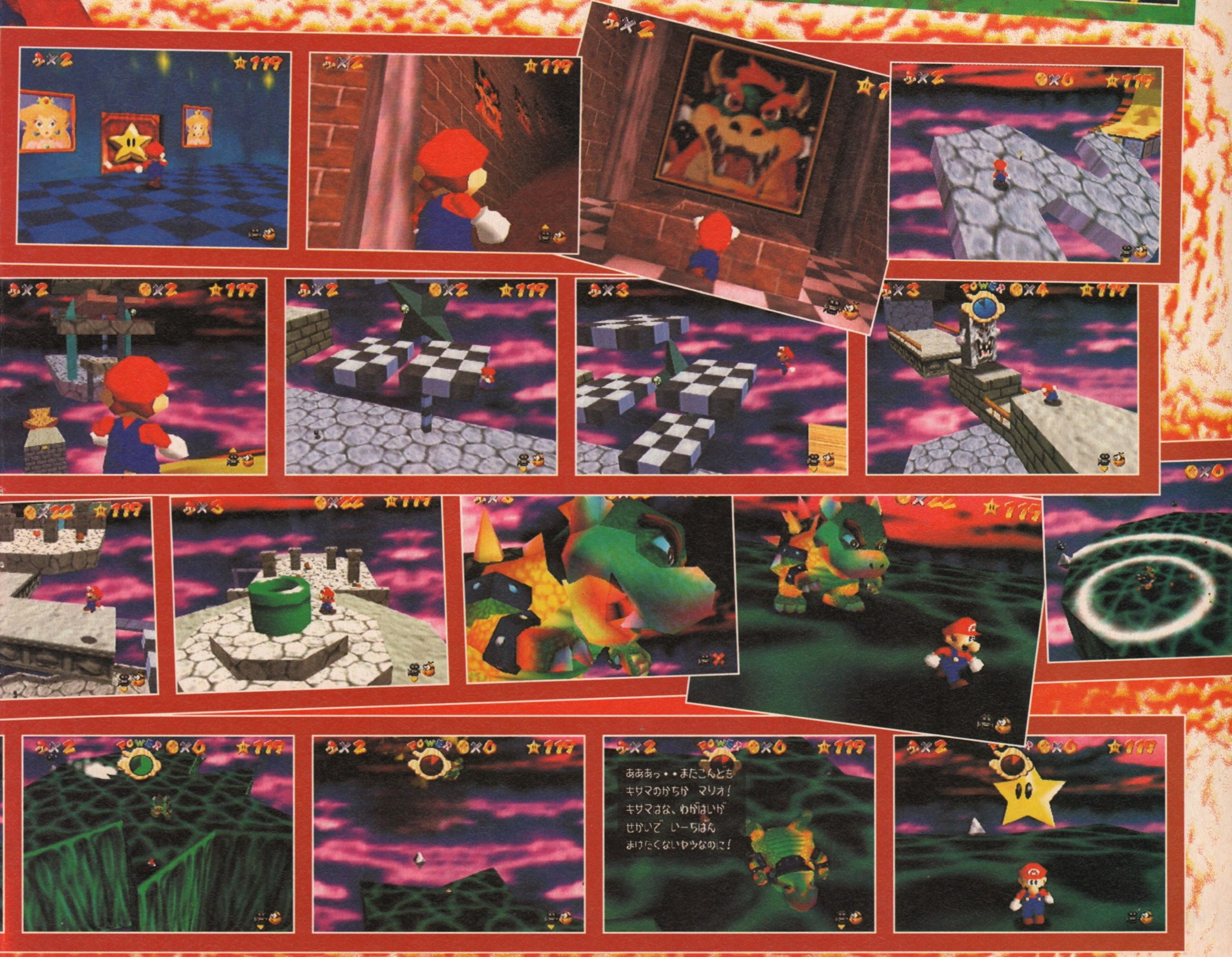




RIDE A RAINBOW!

There's a pink Bob-omb hidden away on this Course, and you'll really have to have mastered the art of kick jumping to find him! Once located, he'll open up the cannon on the deck of the flying ship, and by using it you can blast Mario to a remote platform floating in the middle of space, where a Power Star awaits.





あああっ・・またこんども
キサマのかちか　マリオ！
キサマはな、わがはいが
せかいで　いーちばん
まけたくないやツなのに！

SEALED WITH A LOVIN' KISS
Mailbag®

Just my luck! I complain about the drought – and it hasn't stopped raining since! Honestly, not only is my pool now full to overflowing, but it's also full to the brim with leaves. I think I'll order Pete to come over one day and clean it – and believe me, if he values his job, he'll get his backside over here pronto. Incidentally, I see that young Dave Jr's parted company with NMS. I told him we couldn't have two members of the crew with huge egos but he wouldn't listen, so I arranged for him to go on a little fishing trip. I don't think we'll be herring from him again! Anyway, keep your fan mail coming and I'll see you next month. Send your letters and pictures to: SEALED WITH A LOVIN' KISS, Mailbag, NMS, 30-32 Farringdon Lane, London EC1R 3AU.

LITTLE PLUMBER BOY!

Dear Seal,

Not so long ago, I visited a computer shop in Swansea which was running Super Mario 64. Unfortunately, I wasn't able to play it. There was also a Playstation and a Saturn running which two lads were looking at. As the shopkeeper and I talked about how good the N64 was, the boy playing on the Playstation said "It's only a little plumber. Compared to the Playstation, it's utterly pathetic." Even the boy playing on the Saturn agreed. I wonder what planet they come from? Also, when I was out with my mate, we watched a demo of Tekken 2 in the arcade and he stated, "I doubt the N64 could make graphics like that." What shall I do with him?

Jamie Thomas, Carmarthen, Wales.

SEAL: It's sad I know, but some people simply won't open their eyes and admit that the N64 is the most advanced console on the planet. All I can say is, wait until you own a N64 and I bet you'll see a complete change in your friend's attitude; I guarantee he'll be round your house every minute of the day. Just remind him what he said all those months back, and refuse to let him have a go. That should do it.

WHAT A PLONKER!

Dear Seal,

I'm going to start off my letter by complaining about Adam Willows, who wrote to you in NMS #47. How could he be such an idiot? Doesn't he ever read your brilliant mailbag (which, by the way, is the best part of NMS)? I always read it first, and I've seen you talk about subscriptions many times. He must be blind or have no brain. I'd say both. Now I've got that off my chest I'll get on with the serious stuff. Wouldn't it be awkward to use the L button on the N64 pad when you're using the analogue stick, say, when playing Mario 64 for example? By the way, how many chocolate donuts does Dave eat per minute – I'd guess 39. The other day, I was looking at Aertel (the Irish equivalent of Teletext), and it said there might be a demo game built into the N64 to make up for the delays. Is this true? If you print this letter, I'll send you a trout and salmon roll.

P.S. I am Kirby's No. 1 fan – Adam isn't.

Anon, Co. Wicklow, Ireland.

SEAL: Personally, I think Adam's an alright bloke. Let's face it, he reads NMS so he can't be that bad, can he? Although at first the hand controller looks a little awkward, believe me it's amazingly comfortable to use once you've got the hang of it. As for Dave's donut eating habits, I think you're pretty damn close with 39 but he won't confirm the exact amount he eats in a single day. Finally, with regard to the comments printed on Aertel, we've heard nothing like that before. I can only presume they made it up. Stupid boys!

NMS – YOU'RE THE BEST!

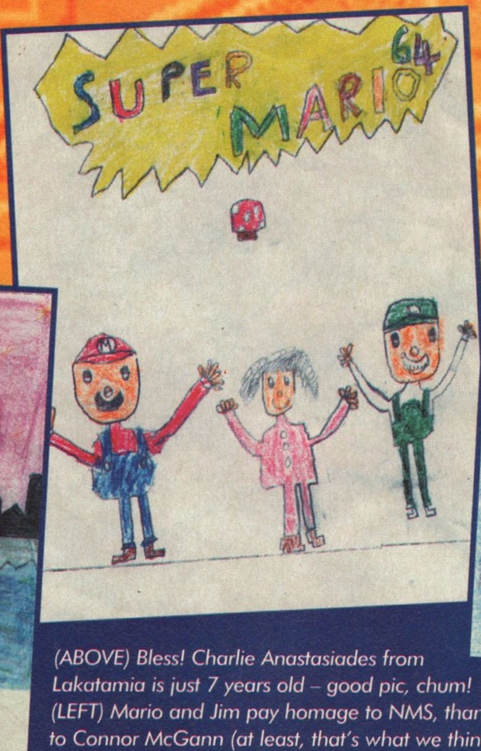
Dear Seal,

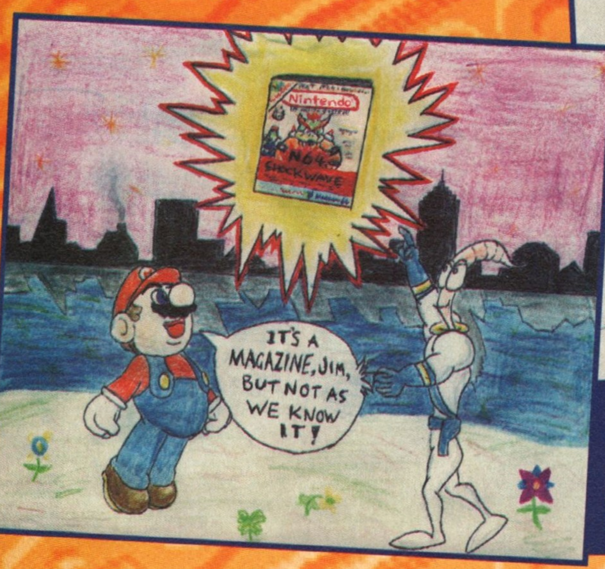
I hope you like my poem:

From Disney Interactive,
To the princess, so attractive,
NMS is the world's best-selling
Nintendo mag is sure to be telling,
The best games, cheats and features galore,
So buy it at your nearest store,
With Dave (x2), Pete, Shaun, Chris and Phil,
NMS is so great, it sure gives you a thrill.

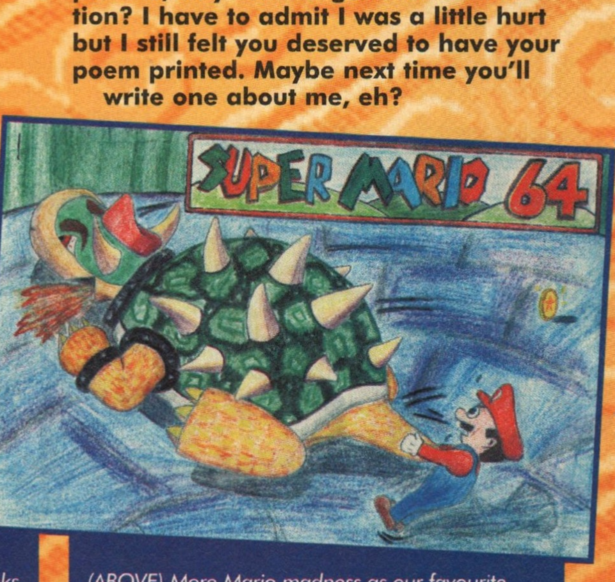
Kate English, Dublin, Ireland.

SEAL: Thanks for your poem, Kate. Unfortunately I have a couple of points. First, I can't believe you mention the rest of the NMS crew and give them all the credit for the mag being so great – everyone knows the reason the mag is so cool is because of me. The second point is, why didn't I get even a mention? I have to admit I was a little hurt but I still felt you deserved to have your poem printed. Maybe next time you'll write one about me, eh?

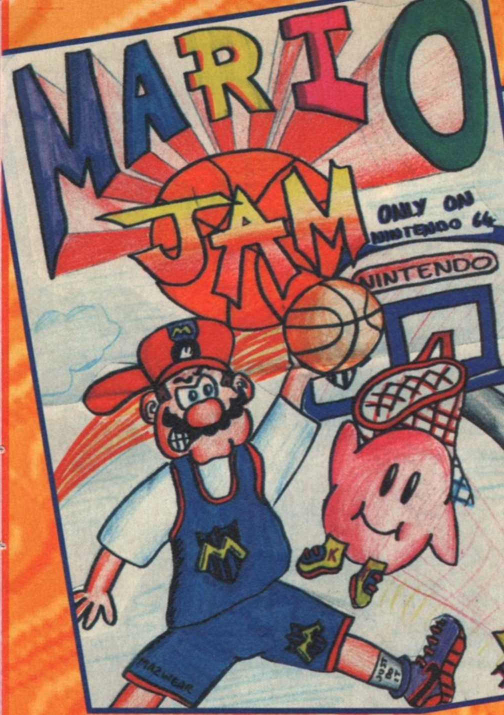


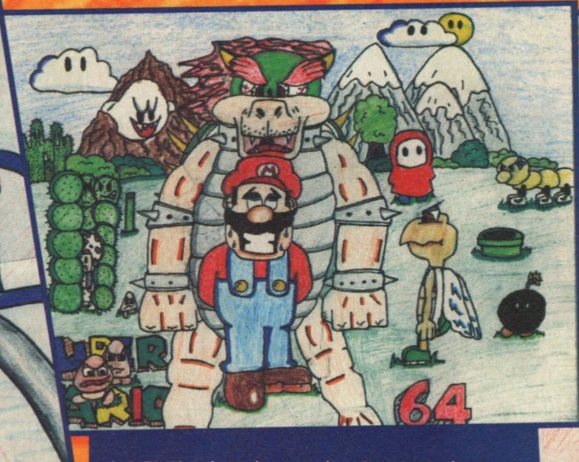

Nintendo
N64 SHOCKWAVE
IT'S A MAGAZINE, JIM, BUT NOT AS WE KNOW IT!

(ABOVE) Bless! Charlie Anastasiades from Lakatamia is just 7 years old – good pic, chum! (LEFT) Mario and Jim pay homage to NMS, thanks to Connor McGann (at least, that's what we think his signature translates as) from Northern Ireland.

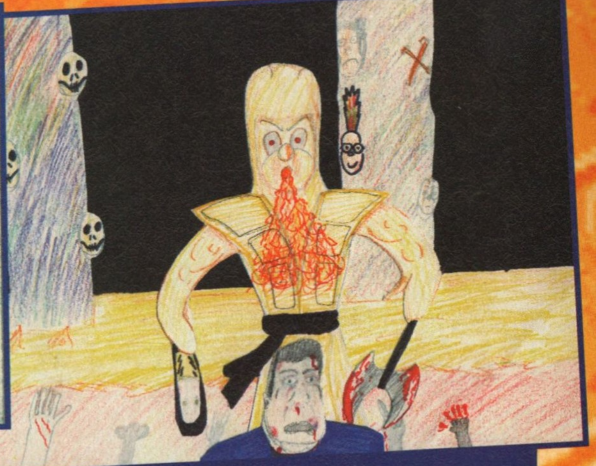


(ABOVE) More Mario madness as our favourite plumber puts Bowser in a spin. Cheers to Emily Etienne from Romford for this!

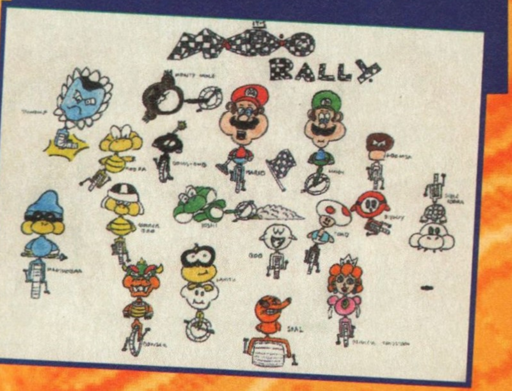




(ABOVE) I don't know what Bowser's doing to Mario behind his back, but it certainly seems to be making his eyes water! Perhaps the artist, Leigh Marney from Romford, knows?
(LEFT) Hmmm, a Mario basketball game – that could be a laugh... Nice one, Dave Ford of Worcs.



(ABOVE) Ha-ha! Dave tastes my fiery MK attack, courtesy of Johnathon Magliocco from Tottenham!
(BELOW) This is tops – it's Mario Rally, as devised by Michael Smith from West Park! Look, there's me!



FOOD FOR THOUGHT!

Dear Seal,
I think you'd taste great, and would like to have you for tea as soon as possible. Some people reckon you'd taste bitter; I think all you'd need is some salt and pepper. Oh, by the way, I need to pick up some details about what gas mark you're best cooked on. Also, would I need to turn you over halfway through cooking?
Fisher Man, Leeds.

SEAL: How the hell did this letter get through the censors? There's no way I'd let a nutter like you anywhere near me. You should be locked up in a padded cell, young man. I also noticed that you provided a false name and forgot to send in your full address. Are you scared in case I send Steven Seagull round to teach you some manners? Anyway, I'm so tough you might just find me a bit chewy. Leave me alone, you're obviously a Sony or Sega impostor posing as a Nintendo fan.

WORLD EXCLUSIVE!

Dear Seal,
To start with, I think you're much better than any of those Editorial prunes and the best seal around, hence the name Seal of Quality. Ever since I started buying NMS, I have flicked to your page first to see what treats you have in store for us lucky gamers. It's a pity you've only got one page – you should have the whole mag devoted to yourself. It would make it even better – even though it's already the best mag anyway!
I was in Sainsbury's yesterday and I thought I might just have a quick glimpse at a lower quality mag to see what muck they were handing out. Don't worry, I wasn't deranged enough to buy it (besides it's too overpriced). Anyway, the mag stated "The first ever in-depth preview of Mario 64." You gave the first preview of Mario in NMS #47 and damned good it was too! But when I looked inside, it was shorter than the fin on a baby cod. I just thought I'd let you know, I will always buy NMS as well as an N64 when it's finally released.
George Cowley,
Norwich, Norfolk.

SEAL: It's good to see not all my followers are like that Fisher Man. Thank you for your comments, it's nice to know some people still appreciate the work I do for NMS. And you're right, I should be given the whole mag, but that's just the way it goes I guess. With regards to the Mario preview, it seems other magazines will do anything to con the puntlets into thinking they've got something first. Fortunately, NMS has always had a reputation for bringing you news as soon as it breaks, and I think the majority of readers know this. I'm just glad you saw sense and put the magazine down. I hope you washed your hands afterwards – you don't know where those mags have been.

SEAL'S MOST WANTED!!

Can you believe it? We finally get rid of one of the Daves and who comes in to replace him but another bloomin' Dave. Oh well, at least this gives me the chance to knock him into shape before the rest of the guys get to him. Anyway, I'm off to supervise Pete draining my pool. Don't forget, there's a free game courtesy of Ocean for the letter or picture of the month. Get scribblin', my little sealettes.

F-IN!!

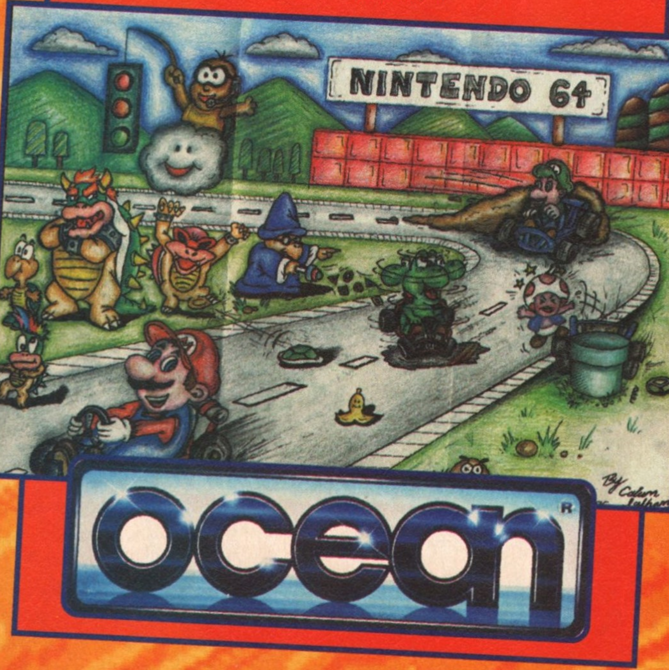
- How do you feel about having to wait until March 1st for the N64?
- Pictures of our gorgeous new Deputy Editor.
- Pictures of Seal starring in famous Nintendo games

TR-OUT!!

- Asking when the N64 is going to be released.
- Pictures of Super Mario 64.
- Making threats about eating Seal.

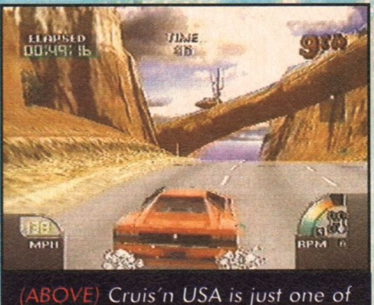
OCEAN PICTURE OF THE MONTH

Well, I can see how Calum Latham from St Albans spent his summer holidays – drawing this briiiilliant piccy of the racers from Super Mario Kart R in action! Minions, dispatch an Ocean game to Mr Latham this instant!



Q&A

READER SYSTEM



(ABOVE) Cruis'n USA is just one of many top racing games being developed for the N64.
(BELOW) Did we ever review Theme Park on the Super NES? Of course we did!

At last, the official UK release date for the N64 has been announced. And although it's not quite as soon as we'd like, at least it means I won't have to keep answering THAT question over and over again. Let's face it, March 1st isn't too far away, and there's still plenty of top Super NES and GB titles coming out in the months ahead. So if you have any questions about the N64, Super NES or GB, drop me a line at: I THINK I'LL BURST, WAITING FOR MARCH 1ST, Q&A, NMS, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

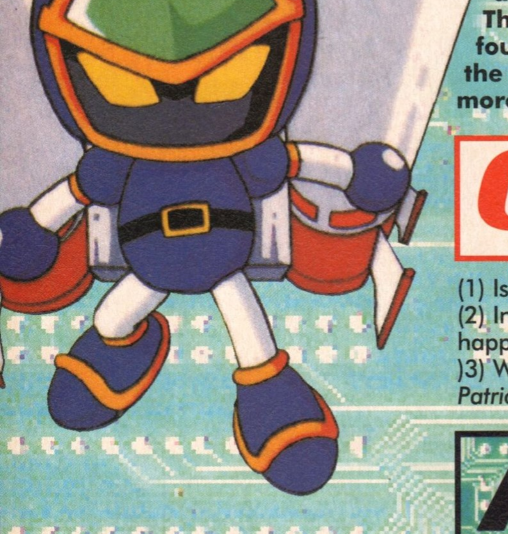
EXPLOSIVE SITUATION!

Q

Dear Dave,
Please answer my questions or I'll explode!
(1) When is the N64 going to be released?
(2) How much is it going to cost?
(3) How many games will be available when it's released?
(4) Are we going to have a long wait between the first and second batch of games?
Peter Jackson, Salisbury, Wiltshire.

A

DAVE: Calm down, young Peter, or you'll end up doing yourself a mischief! All is about to be revealed: (1) The official release date has been confirmed as March 1st, 1997. (2) The price is going to be £249, with carts costing between £50 and £60. (3) There will be four games available at launch. We are expecting Super Mario 64, Pilotwings 64, WaveRace 64 and Star Wars: Shadows Of The Empire to be the first four titles, although this has not been confirmed as yet. (4) Apparently not. There should be another four games released within the first month, then four more a month after that.



YOU DRIVE ME CRA-A-ZY!

Q

Dear Dave,
Please answer these questions as I intend to get an N64 when it's released.
(1) Are there any racing games currently planned for the N64? If yes, what are they?
(2) Do you know if Nintendo is planning on bringing out a steering wheel add-on for the N64?
(3) Did you review Theme Park? What did it score?
(4) Please will you review Super Mario Kart R because it will be the first game I buy for the N64?
Matthew Lincoln, Blackburn, Lancs.

A

DAVE: (1) Oh gawd, where do I start? Well, you've already mentioned Super Mario Kart R. You can also expect Cruisin' USA to be one of the first games to appear, and then there's Top Gear Rally and Rev Limit which we featured in NMS #49. And no doubt there are dozens more in the pipelines. (2) There's been no announcement regarding a steering wheel or other peripherals, but you can be sure they'll appear at some point. (3) Theme Park on the Super NES was reviewed back in NMS #32 and scored 90%. (4) I promise you, the moment Super Mario Kart R is released, we'll bring you a full playtest.

7400
∞
PUSH START

HELPTHE AGED!

Q

Dear Dave,
Could you please, please, please answer my questions? They have been bothering me for quite a while now...
(1) Is there going to be a demo cartridge bundled with the N64?
(2) In the last six months, some games on the Super NES have been given an age certificate. Will this also happen with the N64?
)3) Will there be any Super Bomberman games coming out for the N64?
Patrick Meehan, Middlesex.

A

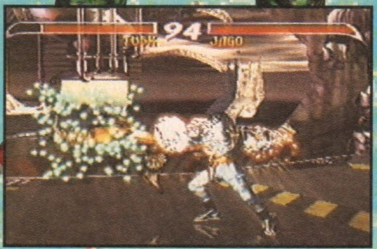
DAVE: (1) There wasn't a demo cart for the Japanese launch nor have we heard about one appearing for the US launch, so I wouldn't think one will be developed for Europe. (2) The ELSPA (European Leisure Software Publishers Association) rating has to appear on all game releases. However, it's worth pointing out that this is merely to advise parents what games may or may not be suitable for their little tots – unlike Video Standards, anyone can buy a game even if it's rated as not appropriate. (3) Yes, Hudson Soft are currently developing a 3D Bomberman game which should be out next year.

A CHANGE FOR THE BETTER!

Dear Dave,
I've just swapped my Playstation for a Japanese N64. Please can you answer the following questions?
(1) When will Killer Instinct be released for the N64?
(2) Will there be any way in which the Japanese N64 can play US or UK games?
(3) I've heard some rumours about Sony developing a Playstation 2 for Christmas 1998. Is this true?
(4) Will it be more advanced than the current N64?
P.S. Don't say you don't know the answers!
Sandy Gopal, London.

DAVE: Ha! It's going to take tougher questions than that if you're going to stump me, Sandy me boy! (1) Killer Instinct Gold should be out in Japan and America by the end of the year. We still don't know which titles will be released for the UK launch, but expect KI to be one of the first games to appear. (2) Sadly carts from Japan will not work on US or UK N64s, or vice versa. However, we reckon it's 99.9% certain that some third party bod will develop a converter. (3) We've heard those rumours too – but even if it does make Xmas '98 in Japan, there's no way we'll see it here in the UK before 1999 at the earliest. (4) More than likely, but given it's still over two years away from release I'd expect it to be!

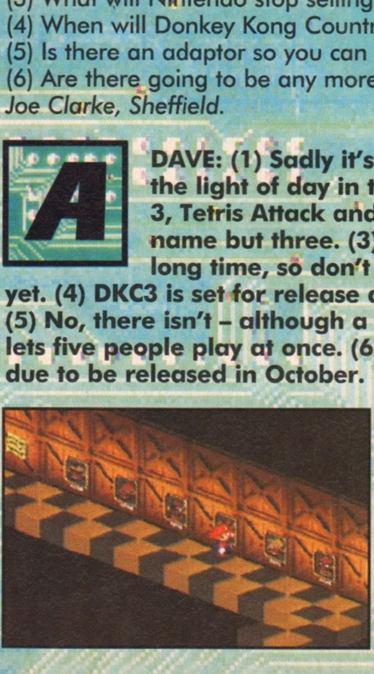
TUSK
92
JAGO



YOU WON'T LIKE ME WHEN I'M ANGRY!

Dear Dave,
Answer my questions now or I'll be mega annoyed!
(1) Is Super Mario RPG going to be released in the UK?
(2) What's the next big game to come out?
(3) What will Nintendo stop selling first: Super NES or Game Boy?
(4) When will Donkey Kong Country 3 be released?
(5) Is there an adaptor so you can connect to another Super NES?
(6) Are there going to be any more RPGs released in the UK?
Joe Clarke, Sheffield.

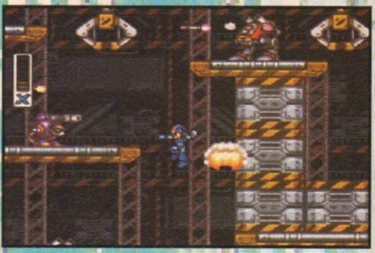
DAVE: (1) Sadly it's unlikely that it will ever see the light of day in the UK. (2) Donkey Kong Country 3, Tetris Attack and Ultimate Mortal Kombat 3, to name but three. (3) Both will be supported for a long time, so don't start worrying too much just yet. (4) DKC3 is set for release at the end of November. (5) No, there isn't – although a multi-tap is available that lets five people play at once. (6) Terranigma from ENIX is due to be released in October.



WHAT'S THE POINT!?

Dear Dave,
Please answer my questions or I'll get very angry – and believe me, that isn't a nice sight!
(1) I am excellent at Super Mario Kart, so will there be any point in buying Super Mario Kart R for the N64?
(2) Do you know if any Megaman or Rock & Roll Racing games are planned for release on the N64?
(3) Why did anyone waste time making Shogi? It looks 100% crap, and that's being nice.
Chris Hewitt, Desborough, Northants.

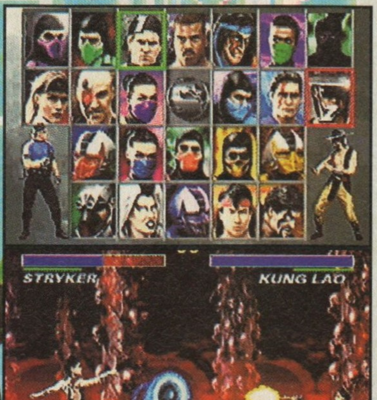
DAVE: (1) Of course! Expect new characters, new courses, new challenges and some big surprises! It'll be awesome! (2) Not as yet, although I'm sure Megaman will appear at some point. We have no news regarding Rock & Roll Racing, but Interplay has joined the Dream Team so you never know... (3) Games are written for different markets. Remember, baseball games sell by the bucket load in America. Likewise with Shogi – the Japanese love it. Don't fret about it, as it won't be released in the UK.



A HEAD OF KNOWLEDGE!

Dear Dave,
Could you please answer all these tricky questions? (Of course you can!)
(1) My cousin was telling me the price of the N64 in America has dropped in the USA to just under $200. Is this true?
(2) If yes, could this cause the price to rise or drop in the UK?
(3) Will the NMS UK Tour be coming to Northern Ireland? If so, when?
(4) What will be the main differences between the Japanese, US and UK versions of the N64?
(5) Why are Sony and Sega so crap?
Aiden McNamee, Strabane, Northern Ireland.

DAVE: Darn right I can, young Aiden – I'm the Editor of NMS! (1) The N64 will now cost $199 instead of the previously announced price of $249. (2) The price has just been confirmed as £249, although I wouldn't be at all surprised if this came down nearer the launch. (3) Yes, so keep your eyes open for the date in the coming months. (4) None, apart from the fact the UK N64 is likely to run a little slower than its foreign counterparts due to the differences in our TV systems. However, so long as care is taken in coverting the software, it shouldn't have any adverse effect on the games. (5) It's a fact of life; some things just are, without a reason. Don't worry about it.



(ABOVE) Yowsers – it's Ultimate Mortal Kombat, coming to a Super NES near you soon!

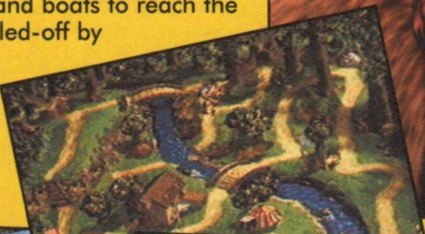
DIXIE

Poor old Santa. The silly blighter slaves away all year making wooden trains and the like, when all you lot want for Xmas is the next DKC game! Yes kids, Saint Nick is about to be upstaged again by those folk at Rare, as DKC3: Dixie Kong's Double Trouble will be the only gift you'll want this festive season! With more baddies, bigger levels and the meanest bosses ever, DKC3 is set to be biggest Super NES hit of the year...

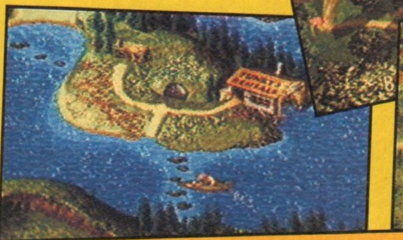
After their last knee-trembling adventure, Diddy, Dixie and Donkey Kong decided to treat themselves to a camping holiday in the jungle. However, Dixie awoke one morning to find that her pals had gone, leaving a note to say that they'd gone off on a banana binge. Two days later there was still no sign of the Kongsters, so Dixie tottered off to search for her simian chums. Soon, Dixie met Funky Kong and was introduced to young Kiddy Kong. After more searching, Dixie bumped into some nasty Kremlings, and was shocked to discover that they had a new master, the evil KAOS. So does this new boss have anything to do with the disappearance of Dixie's chums? Could KAOS have kongnapped Diddy and Donkey and be holding them in his laboratory at the end of the world? We don't know yet, but one thing's for sure – it's up to Dixie and Kiddy to reunite the Kong clan!

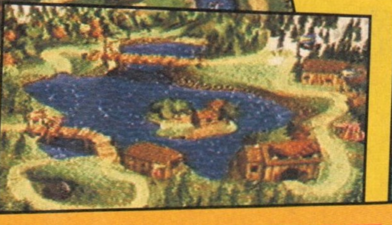
GETTING AROUND DONKEY KONG COUNTRY!

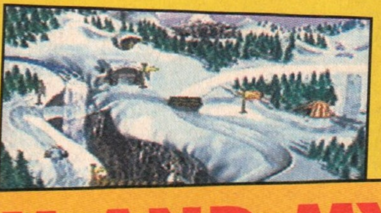
As with the previous Kong games, the 40 levels and 82 (yes, 82!) bonus screens are linked by maps which give a bird's-eye view of Donkey Kong Country and which allow you to move mini monkeys around the screen to begin new challenges. The maps in DKC3 give players more freedom of movement than the earlier releases, and you can walk, swim and use chair-lifts and boats to reach the next level. Some of the island areas are sealed-off by rows of stepping stones which the motor boat cannot jump over but, if you borrow Funky Kong's jetski, you can skip over these obstacles with ease. The jetski can even be used to glide up waterfalls!



BO SKI
ER CRAFT
! Someone's told
've been extra busy
ely. Well... it's
hing a bit special.







MONKEY MAGIC, MAYHEM AND MYSTER

9 OUT OF 10 NINTENDOIDS WOULDN'T C

THE KIDDY IS ALRIGHT!

Your lovable NMS was the first mag to introduce you to Kiddy Kong back in our July issue but, just in case you forgot, here's the facts. The new Kong on the block is a podgy three-year-old who craves bananas and loves to smash nasties on the bonce. He can pick up Dixie and throw her into the air to collect coins and bananas but, when poor Dixie trys to lift the blubbery bairn, she strains under his bulk. However, when Dixie throws Kiddy against a wall he rolls back across the floor and Dixie can balance on him like a rolling barrel and use him to smash monsters! However, being a great big baby, Kiddy is prone to throwing temper tantrums when he loses a life! Wimp!

GAME DATA

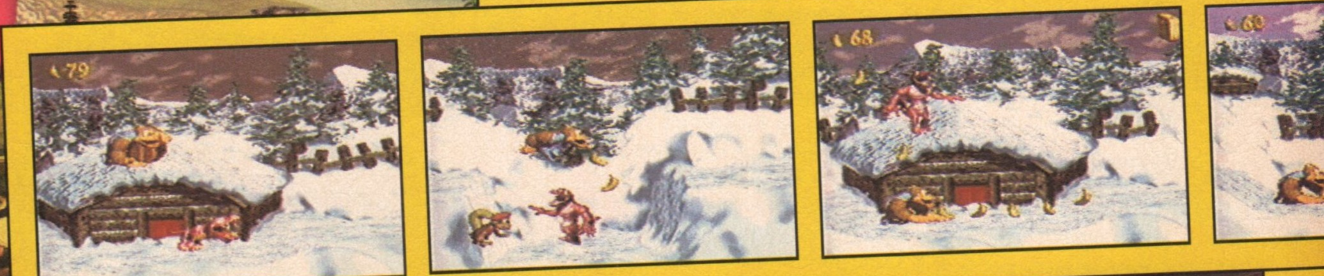
- **GAME:** DONKEY KONG COUNTRY 3
- **BY:** RARE
- **RELEASE:** XMAS '96
- **GAME TYPE:** PLATFORM GAME
- **PLAYERS:** 1
- **CART SIZE:** 32 MEG

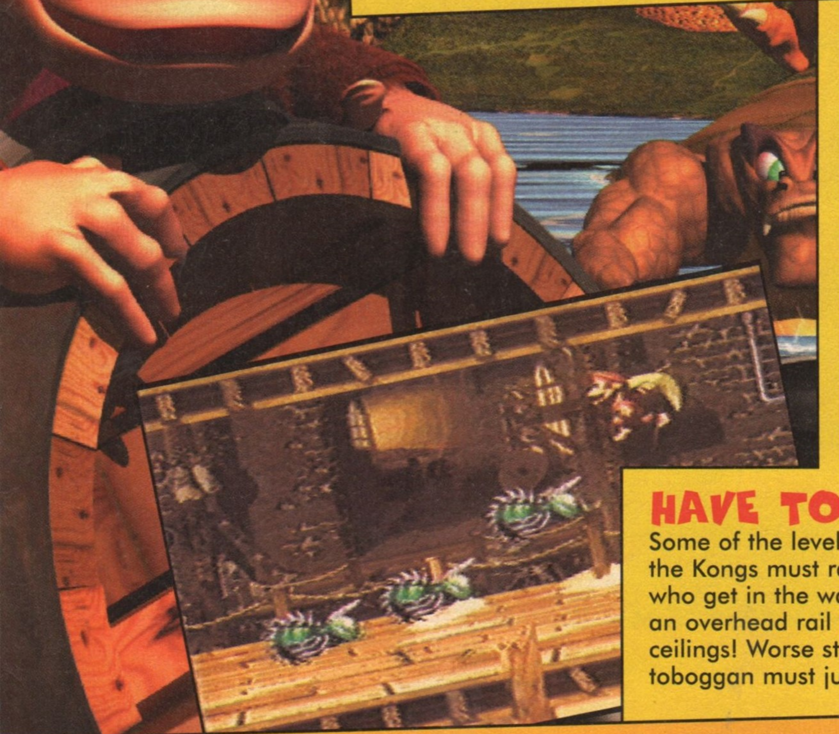
DIXIE KONG'S
DOUBLE TROUB

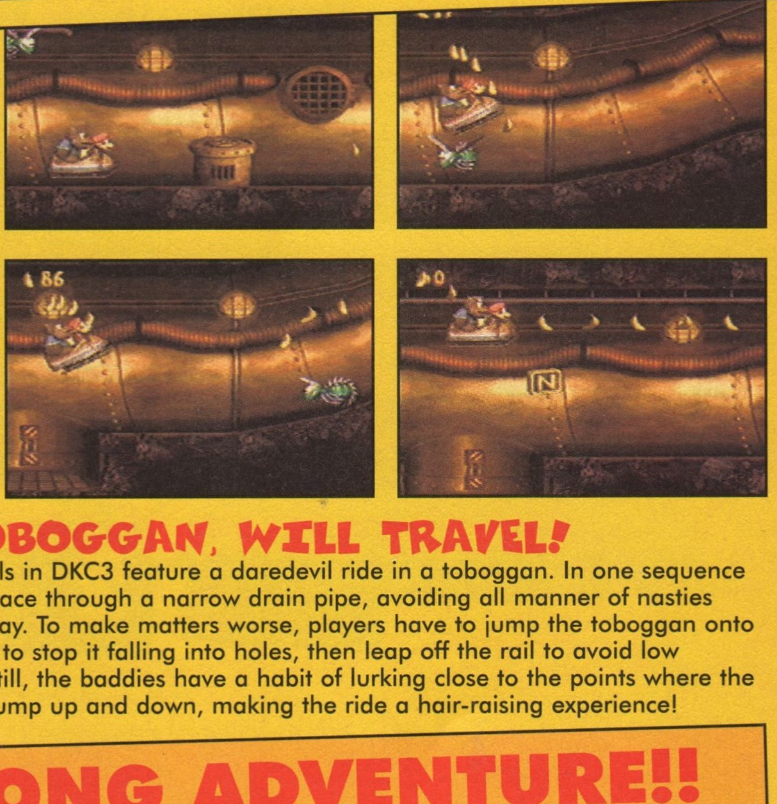
KONG'S
DOUBLE TROUBLE

IT'S NOT A JUNGLE OUT THERE!

The best new levels we saw in DKC3 were the winter screens where our jungle loving pals have to cope with slippery ice, deep chasms and steep, snow-covered slopes. Movement in the snowy levels is much harder as the Kong's can't simply turn around and run the other way whenever a nasty appears – instead, our heroes may slip on the ice and crash into a baddy before they're able to turn! Trying to run away from nasties up steep slopes is also difficult, so players will have to get used to controlling the Kongs in a totally new way.





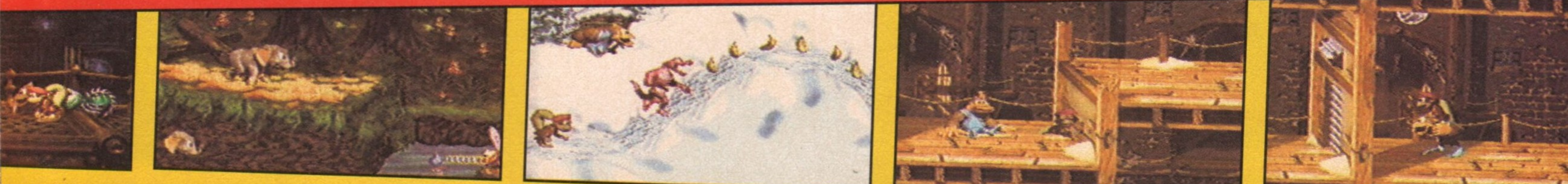


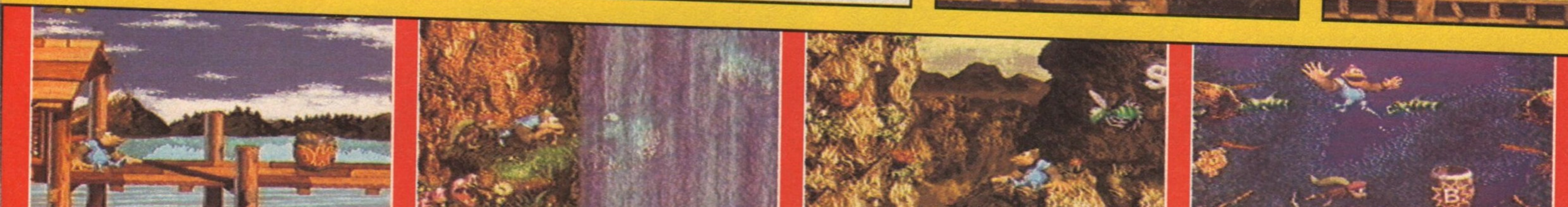
HAVE TOBOGGAN, WILL TRAVEL!

Some of the levels in DKC3 feature a daredevil ride in a toboggan. In one sequence the Kongs must race through a narrow drain pipe, avoiding all manner of nasties who get in the way. To make matters worse, players have to jump the toboggan onto an overhead rail to stop it falling into holes, then leap off the rail to avoid low ceilings! Worse still, the baddies have a habit of lurking close to the points where the toboggan must jump up and down, making the ride a hair-raising experience!

Y IN RARE'S LATEST KONG ADVENTURE!!

GIVE A MONKEY'S FOR ANYTHING ELSE!!



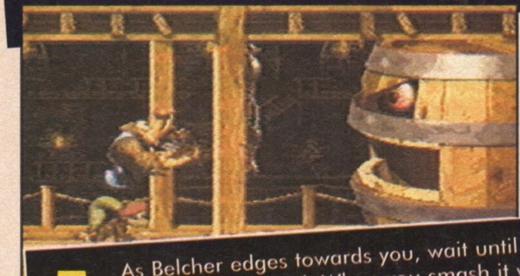


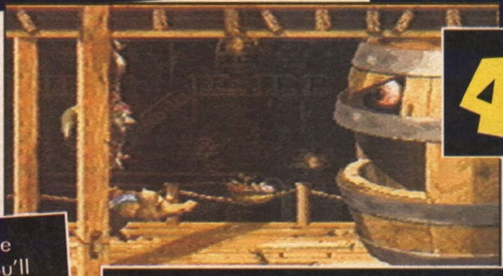
ROLL OUT THE BARREL!

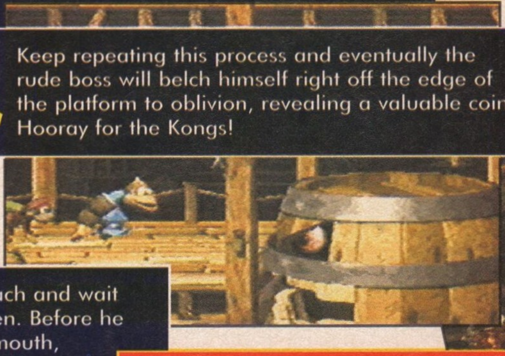
As in the other DKC games, there are numerous barrels dotted around the landscape which shoot our heroes to high platforms, mark continue points and release lost Kongs. New barrels in DKC3 include ghostly apparitions with scary faces which appear and disappear quickly, so that when you jump into them you can never be sure which direction they're going to shoot you! There's also a frantic Rocket Barrel Ride level where the Kong's have to negotiate a vertical challenge where barrels shoot straight up into the sky then suddenly grind to a halt, meaning that our heroes must jump into another floating barrel to continue their journey without falling back!

BOSS BELCHER'S KONG CHALLENGE!

One of the best nasties we've seen so far is Belcher, a massive barrel with blood-shot eyes who tries to force the Kongs off the edge of a high platform. However, experienced Kongers will be able to beat him by following this cunning sequence...







1 As Belcher edges towards you, wait until he coughs up a barrel. When you smash it you'll find a creepy cockroach inside. Jump on the roving 'roach to turn it upside down...

2 Next scoop up the dazed cockroach and wait until Belcher's mouth is wide open. Before he gnashes his teeth and shuts his mouth, hurl the bug into his cavernous gob...

3 After chewing on the cockroach for a couple of seconds, Belcher will find it disagrees with him and let rip a ground-shattering burp which'll blow him back a few steps...

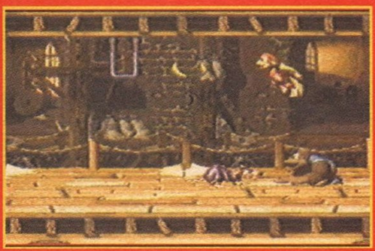
4 Keep repeating this process and eventually the rude boss will belch himself right off the edge of the platform to oblivion, revealing a valuable coin. Hooray for the Kongs!

THE ROGUES' GALLERY

Dixie Kong's Double Trouble features more nasties than any of the other Kong games. Although these names will probably change before the game is released, here's a selection of monsters intent on some monkey business...

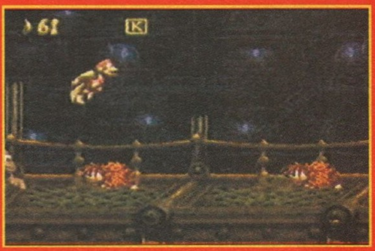
RATS

Unlike the cutesy mice in DKC2, the new adventure is filled with scrawny, scary rats who patrol most of the levels. However, a quick bash on the head is enough to send them home with their skinny pink tails between their legs.



HEDGEHOGS

He may be cute but he's a brute! These fuzzy hedgehogs trot around many levels looking totally innocent but harbouring a hate for all things Kong. Don't waste your time putting break and milk out for them – just bash 'em instead!

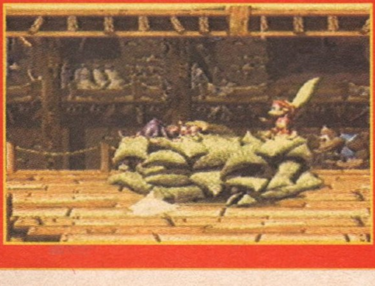


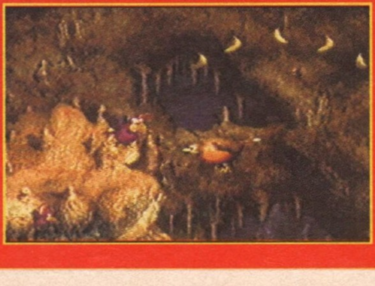
FAT ROBINS

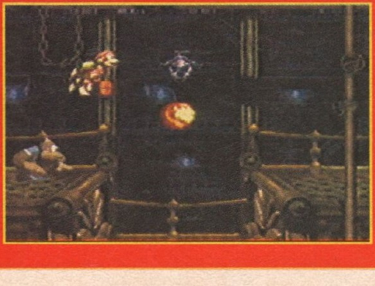
These porky birds hover in the deep blue sky waiting for any unsuspecting monkey to touch them by mistake. However, when hit by a jet of water from Ellie's trunk, the force knocks the wind out of them and they blow off into the distance.

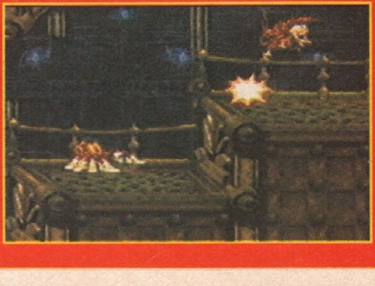
FIREBALL ROBOTS

The fearsome city of Mekanos is populated by fireball-breathing robots who lurk in the scenery and shoot red-hot missiles at our hapless heroes. There's nothing else you can do except keep running and try to stay out of the way!



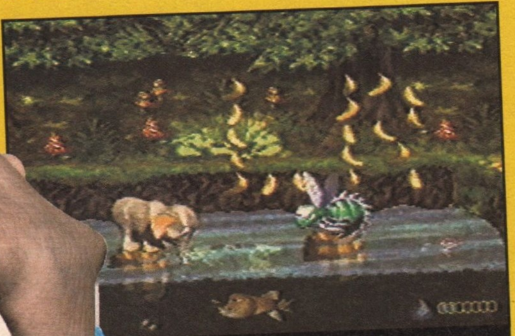




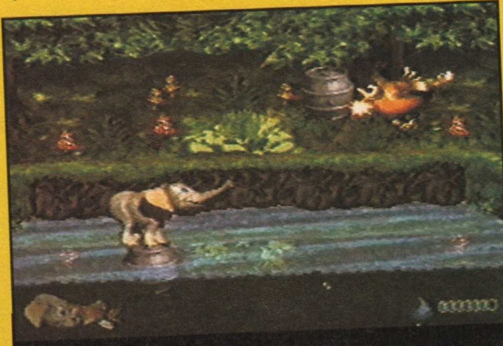


ELLIE THE ELEPHANT PACKS HER TRUNK!

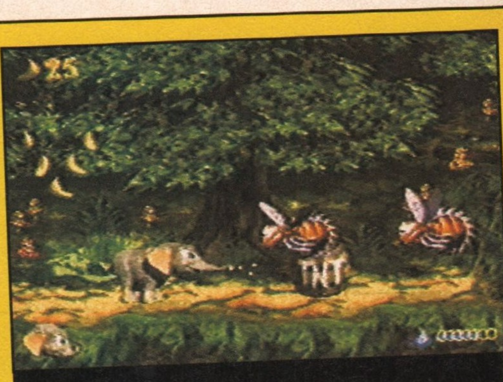
But it isn't all bad in Donkey Kong Country – the apes can call on various pals to help them through their adventure. As well as Squarks, Enguarde, Squitter and the Parallel Bird, Ellie the Elephant is one of the most versatile characters with a cool special attack.



First, jump onto a floating barrel and use Ellie's trunk to suck up a few splashes of water.



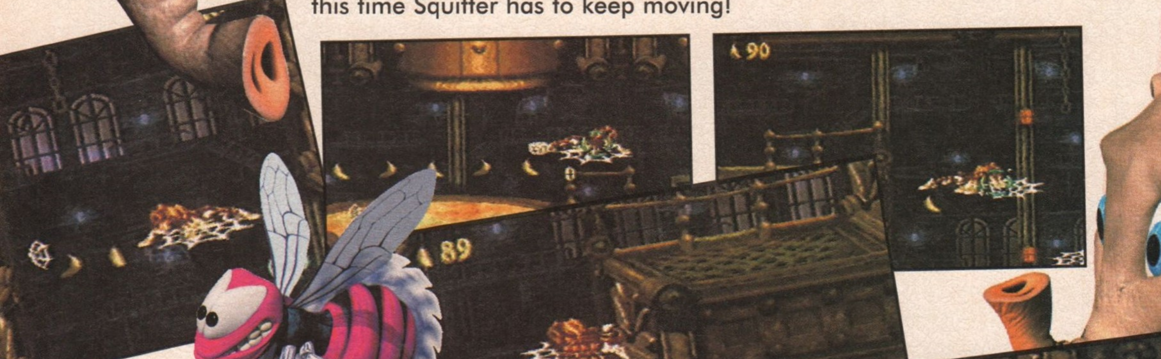
With a full trunk of water, Ellie can shoot a powerful jet that will knock any nasty off their perch.



Ellie can even use her suction powers to get hold of barrels and then throw them at baddies!

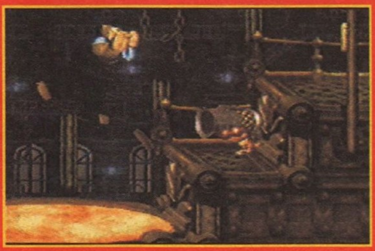
SQUITTER IN BLASTER TROUBLE!

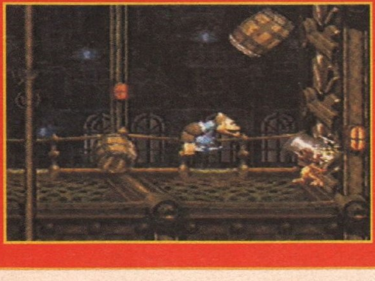
The new Krack-Shot Kroc level poses a massive challenge for Dixie's old mate Squitter. As in DKC2, Squitter has to spin web platforms to make a bridge across vats of firey liquid, but this time there's a green targeting sight on-screen which follows his every move. This sight belongs to a rogue Kremling, and when it turns red a ball of fire is shot at our sticky hero. No more hanging about to build the perfect bridge... this time Squitter has to keep moving!



BAZOOKA KREMLINGS

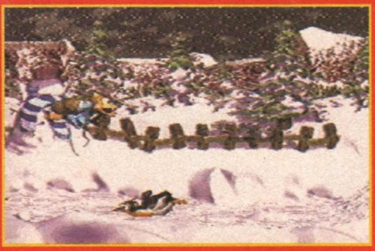
On some levels you may be surprised to find a stream of wooden barrels hurtling towards you. These missiles are fired by a Kremling with a monstrous bazooka intent on knocking Dixie n' Kiddy into oblivion.

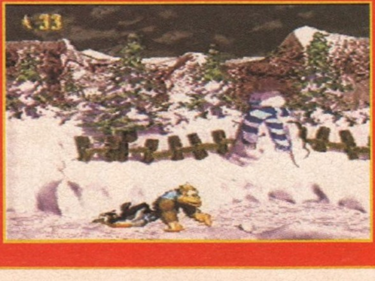


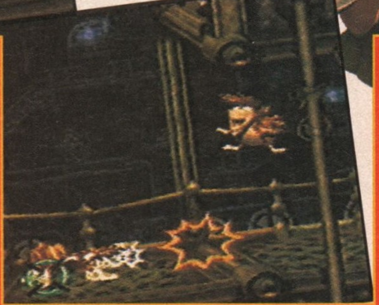


LEMGUINS

These strange creatures are a weird genetic cross between a lemming and a penguin and they throw themselves across the snow levels in a kamakazi Kong attack! Quick reactions are essential if you are to avoid this icy menace.

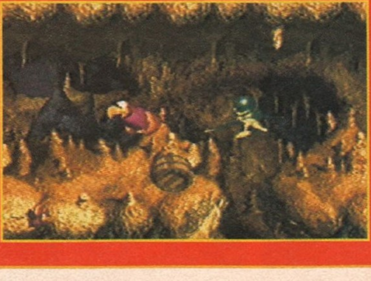






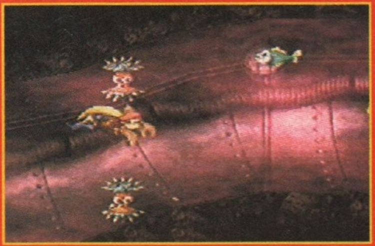
KOPTERS

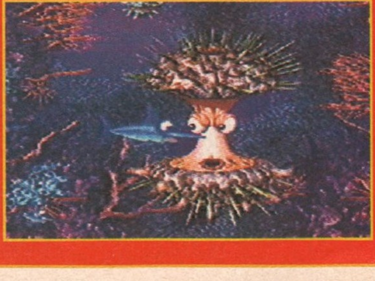
Wearing crash helmets and dopey expressions, these dizzy birds spin round in endless circles, just waiting for a monkey to get caught in their deadly rotor blades. Just try and steer clear of them to avoid getting in a nasty spin.



SEA URCHINS

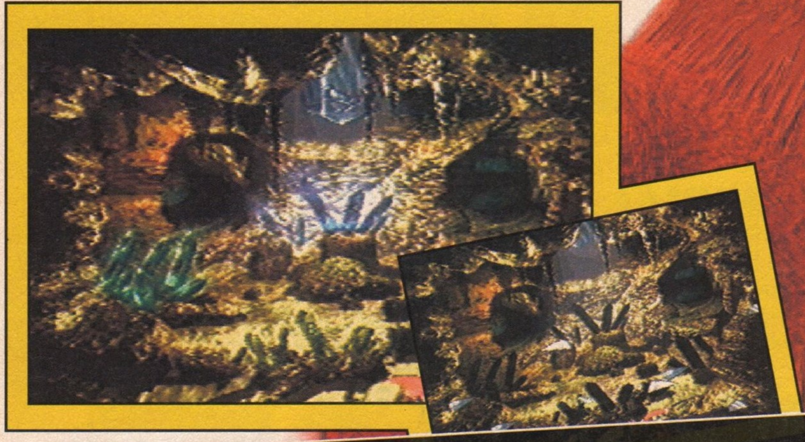
Found in the underwater levels, the sea urchins bob around looking like dollops of bubblegum stretched between two hamburger baps. There's even a massive boss urchin in one level, intent on revenge for the babies that Enguarde spiked.





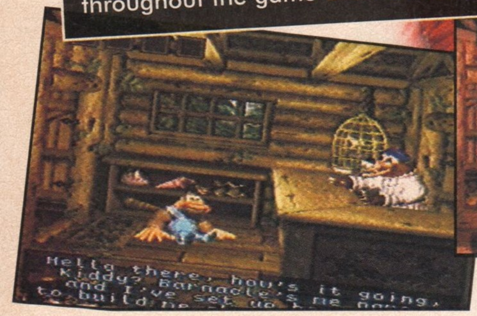
SIMON SAYS: "PUSH THE BLUE BUTTON, STOOPID!"

One DKC3 secret the Rare guys are keeping under their hats is the banana birds. Sometimes when you enter one of the game's mysterious caves you're presented with fantastic crystals which are coloured blue, red, yellow and green. These crystals flash and play a pretty tune, and players must watch this sequence as they are then asked to repeat it using the joypad's colour keys! If you're observant enough and manage to copy the music perfectly, a banana bird is released who then flies off to the Save cave. However, what these loopy birds actually do is still a mystery to us!

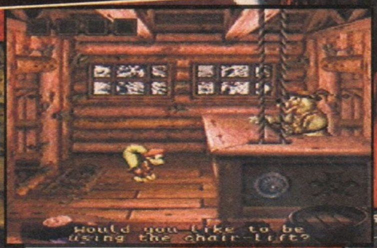


THE BEAR NECESSITIES!

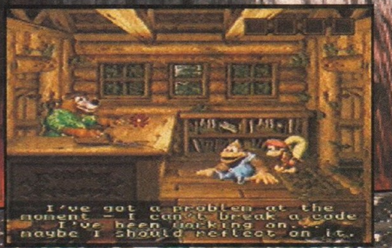
Another DKC3 feature revealed exclusively in the July issue of NMS was The Brothers Bear, a bunch of Kong-friendly critters who the mischievous monkeys can call on for help and clues throughout the game. The 13 Bears have set up camp throughout the game and each one promises to help you in a different way.



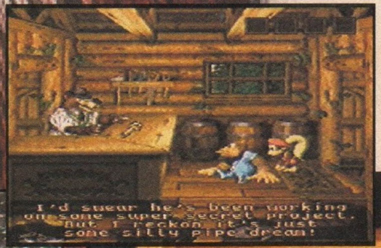
Hello there, how's it going,
Kiddy? Barnacle's me name
and I've set up
to build



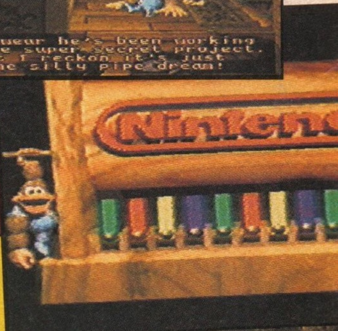
Would you like to be
using the chair-lift?



I've got a problem at the
moment - I can't break a code
I've been working on...
maybe I should reflect on it.

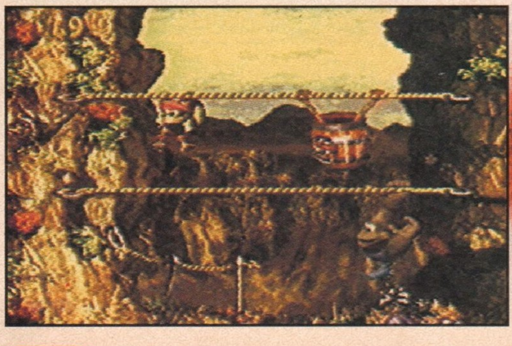


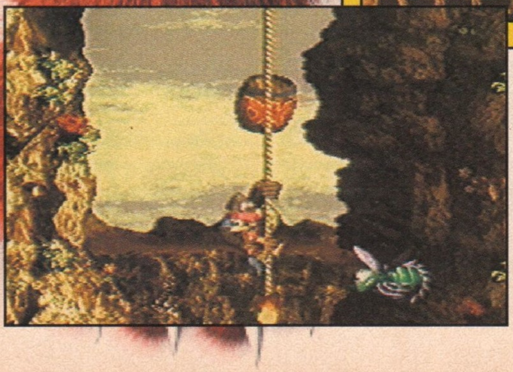
I'd swear he's been working
on some super secret project.
But I reckon it's just
some silly pipe dream!

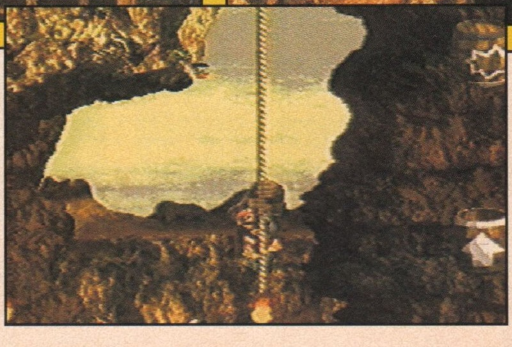


BURN, BABY, BURN!

Donkey Kong Country 3 is packed with vertical challenges in which players have to negotiate a perilous path upwards by jumping between ropes which are crawling with Kremlings. In one vertical level the Kongs' rope is on fire, and you have to keep moving upwards or else the characters will get singed toes! When moving up you also have to constantly switch sides to avoid nasties, and you can almost smell the smouldering rope as it chases you up the screen!

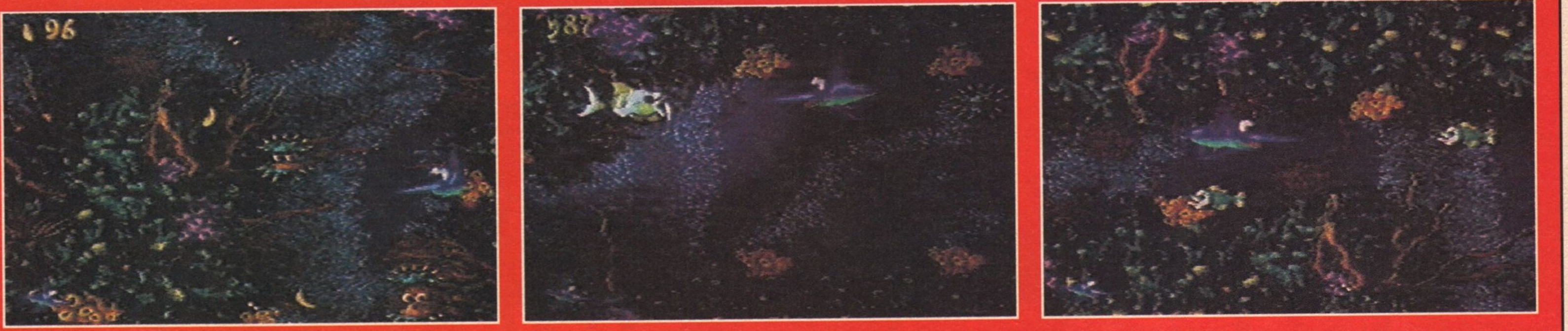






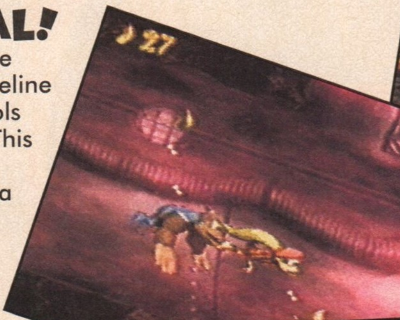
MADNESS IN THE MURKY DEPTHS!

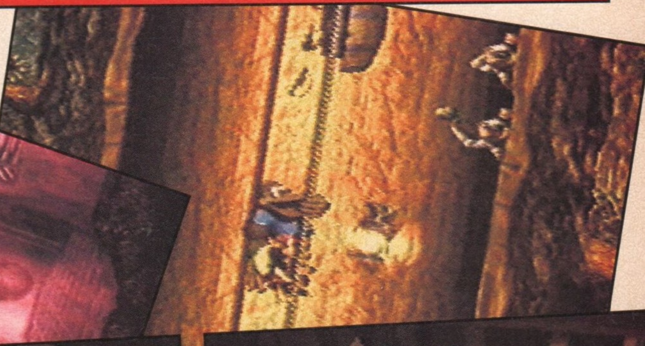
Whereas the underwater levels in DKC2 were bright and cheery, a few of these areas are very sinister in the new game. To find his way through these dank areas, Engaurde can spike Puffer Fish who temporarily illuminate the caverns to reveal nasties, treasures and the way ahead. Unfortunately, the light doesn't last forever and it isn't long before your fishy friend is plunged into darkness once more.



ROLE REVERSAL!

To make swimming even more perilous in the Poisionous Pipeline level, the left and right controls on the joypad are reversed! This may sound easy in principle, but when you are faced with a horde of meanies all buzzing around you, it is very easy to panic, press the wrong (right?) direction and paddle accidentally into a lurking meany!

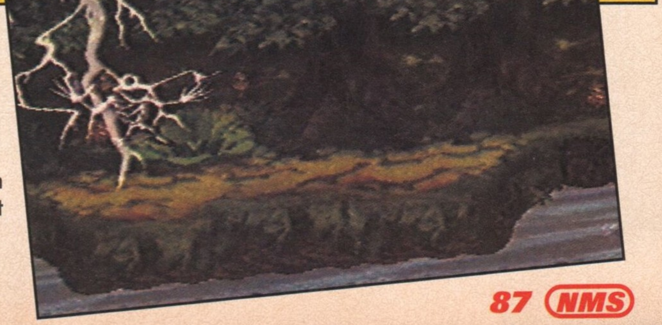




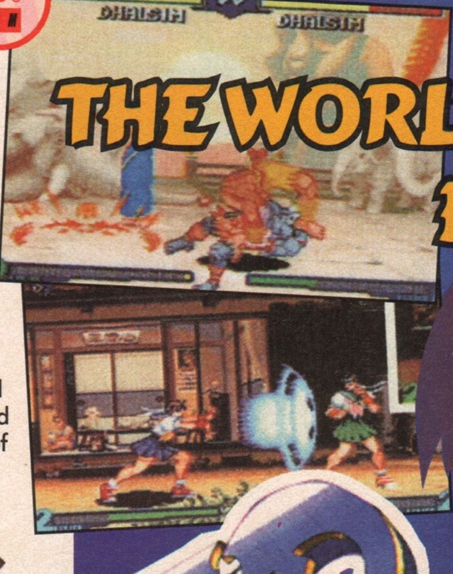
BASH THE BADDIES!
GAME OVE

OH GAWD! JUST LOOK AT THE WEATHER!

Believe it or not, you have to be wary of more than just the monsters and lethal pits in DKC3 – even the damned weather is ganging-up on the Kongs this time! A level called Lightning Look-Out is a frantic race through a stormy forest in which lightning crackles every few seconds. If our heroes are struck by lightning, they get the shock of their life! A good tip is to hide under airborne nasties who will block you from the electric current.



We scooped all our rivals with the first REAL shots of Street Fighter Alpha 2 on the good ol' Super NES. Now prepare yourselves for the first full UK preview. Oh, things don't get much better than this.



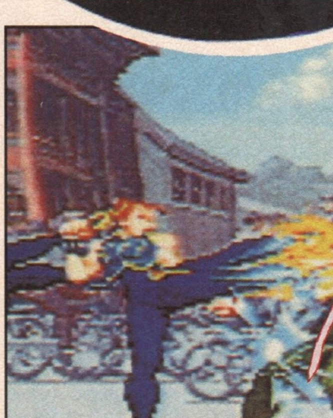
THE WORLD WARRIO ENTER THE

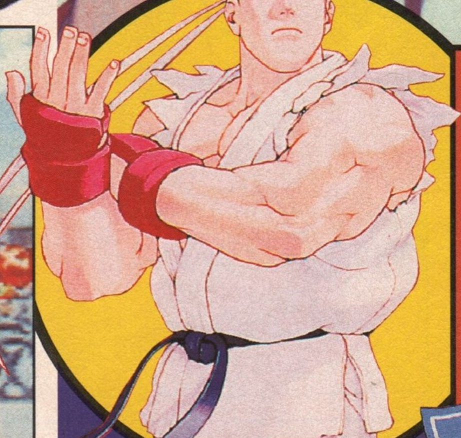
If you take a look at the first Street Fighter 2 now, it's hard to believe that this was the game that revolutionised the beat-'em-up. Indeed, Capcom's groundbreaking title defined the template for almost every fighting game that succeeded it, including recent pseudo-3D bashers like Tekken and Virtua Fighter. When SF2 was release on Super NES there was so much hype surrounding it (and rightly so), that stores couldn't meet the demand from punters. And the craze continued with Street Fighter 2 Turbo, which is still one of the biggest-selling Super NES games ever. However, since the surprisingly low-key release of Super Street Fighter 2 some two years ago, things have been pretty quiet.
But now all that is about to change, 'cos the definitive Street Fighting game is just around the corner...

STREET FIGHTER ZERO 2

STEP BACK IN TIME!

You may have noticed that the characters reappearing in SFA2 haven't aged that much – in fact, they look even younger than before. And no, it's not because they've stumbled upon a new anti-aging cream, it's because this tournament actually precedes the one in Street Fighter 2. Chun-Li and Ryu look like they should be playing conkers instead of having fisticuffs, while Ken's hair is even longer and more out-of-style than our very own Shaun's blonde locks.





SOMETHING OLD, SOMETHING NEW!

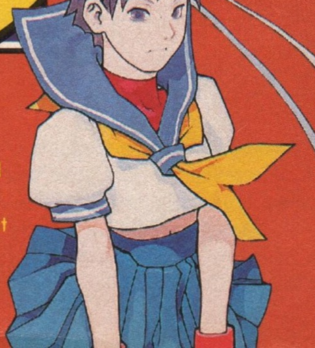
Many of you will have undoubtedly played Street Fighter Alpha 2 in the arcades, so the characters will be totally familiar to you. However, if your SF knowledge hasn't increased since the Turbo days then you've got a lot of catching up to do. Allow us to bring you up to speed...

RYU

One of the original characters and arguably the most popular (alongside Ken). Ryu has devoted his life to enhancing his fighting skills and entered the tournament after learning of a man with mysterious powers. Hmmm...

SAKURA

Sakuru has the hots for Ryu big time – even going so far as to wear a headband, just so she can look more like her true love. Her moves are also very similar, and she's out to prove herself in the hope of winning his heart.



RS RETURN FOR THE ULTIMATE CHALLENGE!! ARENA 'COS THE BATTLE'S ABOUT TO BEGIN!!

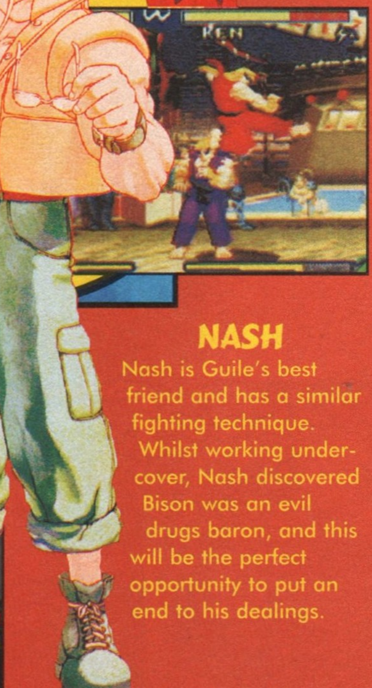
DHALSIM
DHALSIM
GUY

KEN

Although Ken has great respect for Ryu, his life won't be complete until he proves that his combat skills are the greater.. Although his Hurricane Kick is weaker, he has mastered a Burning Dragon Punch which is devastating.

ROLENTO

Also from Final Fight, Rolento formed an army and struck a deal with Mad Gear Organisation to run the underworld. During this time, he learned powerful moves and chose this contest to put his skills to the test.



NASH

Nash is Guile's best friend and has a similar fighting technique. Whilst working undercover, Nash discovered Bison was an evil drugs baron, and this will be the perfect opportunity to put an end to his dealings.

GUY

After helping to bring an end to the Mad Gear Organisation in Final Fight, Guy has decided to put his skills to the test in the ultimate tournament. He's as quick as they come and has a punishing airborne throw.

ZANGIEF

Zangief, a Serbian wrestler, has decided to prove he can mix it with the toughest fighters in the world. What he lacks in speed, he more than makes up for in power. His Spinning Piledriver pummels anyone who gets too close.

GEN

After his parents were murdered by a Triad gang, Gen took revenge and killed them all. He starred in the first SF and is, in fact, Gouki's teacher. His frail look is misleading – he strikes fear into the heart of every warrior.

DHALSIM

The medicine man from India returns to prove that the mind is much more powerful than the fist (although I know people that would disagree). Dhalsim's strength lies in the ability to keep his opponents at a distance.

GAME DATA

- GAME: STREET FIGHTER ALPHA 2
- BY: CAPCOM
- RELEASE: DECEMBER (JAPAN)
- GAME TYPE: BEAT-'EM-UP
- PLAYERS: 1-2 PLAYERS
- CART SIZE: 32 MEG

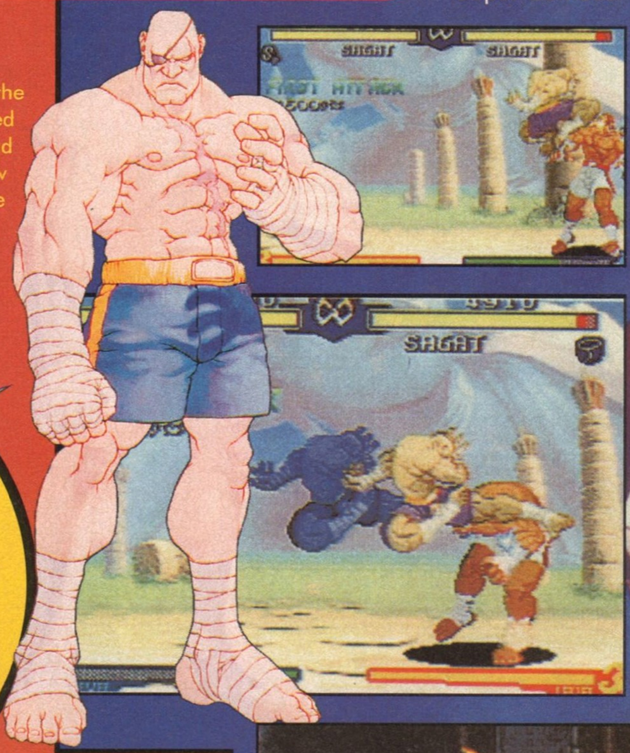
STREET FIGHTER
ZERO 2
ARCADE MODE

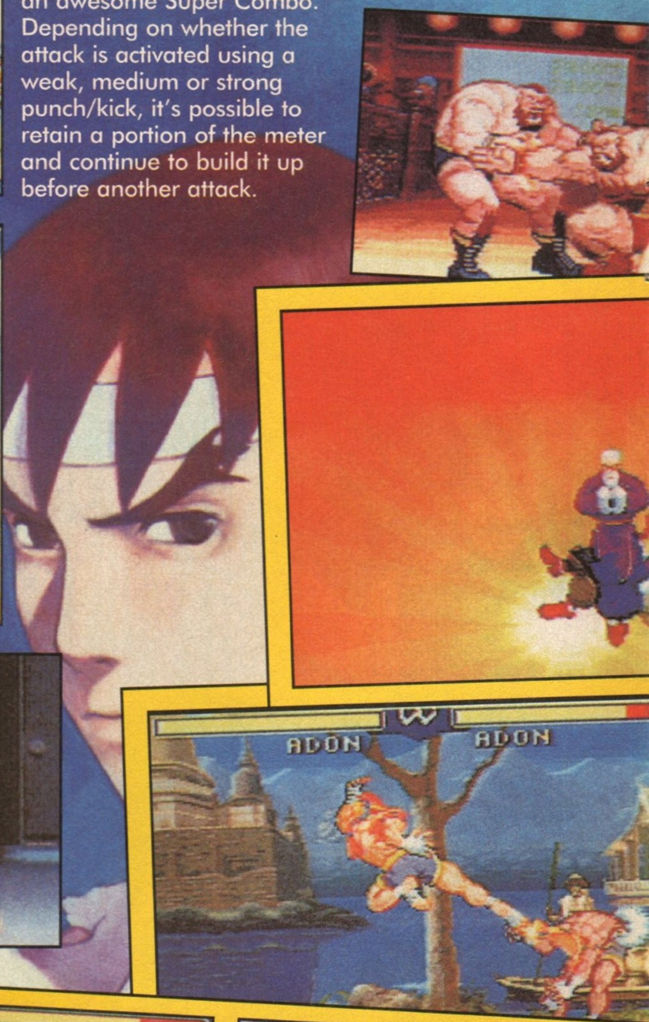
COMBO CRAZY!

Things have moved on quite considerably from the last SF instalment, with the biggest change being the introduction of the Power Meter and Super Combos. The meter is broken into three sections and increases every time damage is inflicted on your opponent. Once fully charged it allows your fighter to reel off an awesome Super Combo. Depending on whether the attack is activated using a weak, medium or strong punch/kick, it's possible to retain a portion of the meter and continue to build it up before another attack.

SAGAT

After being defeated by Ryu in the first SF tournament, Sagat returned to Thailand to learn new moves and improve his technique. He now feels the time is right to re-emerge and prove that his previous failure was a fluke.



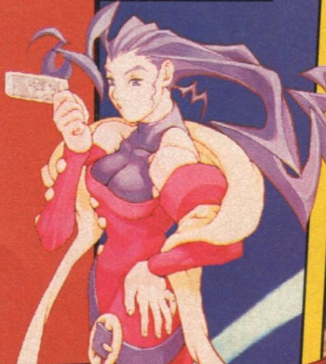


BIRDIE

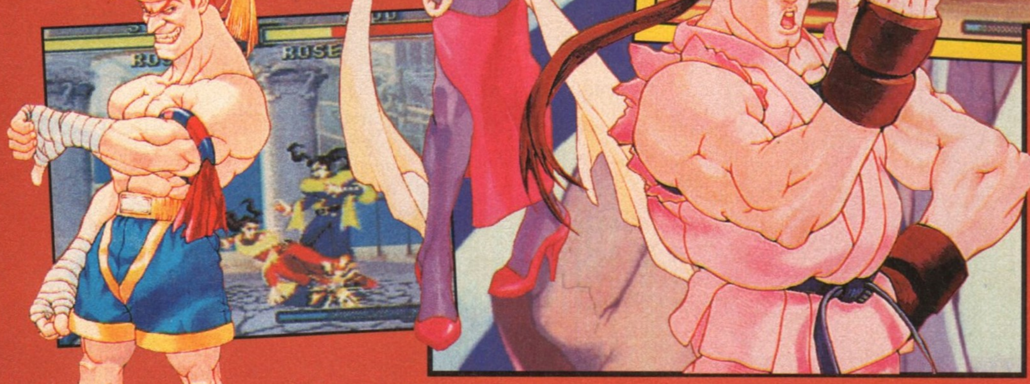
British-born Birdie used to work as a club bouncer, and in true tradition increased his fighting skills every night at chucking-out time. His favourite move is typically British – it's a good 'ol head-butt to the nose!

ROSE

Rose's mission in life is to rid the world of evil, and in her eye's Bison is public enemy number one. Thanks to her mysterious telepathic powers, she can reflect projectiles and launch devastating combos.

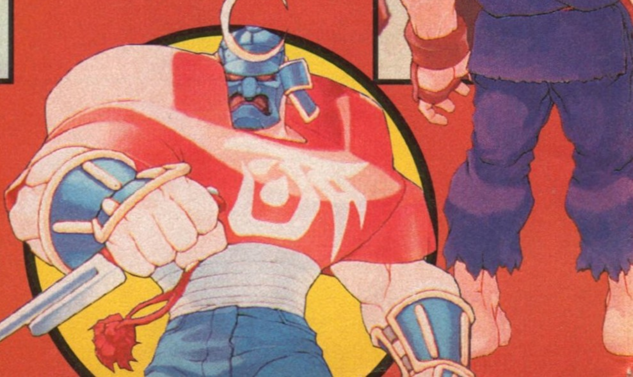


DAN
DAN
SODOM
SODOM



SODOM

Sodom was a Final Fight boss, and enters the contest to recruit members to the Mad Gear Organisation. Another cumbersome figure Sodom is slow on his feet, although his grabbing range has increased.



ADON

Adon disappeared soon after being defeated in the first SF competition – and now the time has come to gain a measure of revenge. He is a previous Thai boxing champ and uses many of these skills in the tournament.

DAN

Dan saw Sagat kill his father and now desires revenge. One of the weaker fighters, Dan relies on quick combos when the going gets tough. His biggest asset is his Villainous Fist which can suck in and destroy an opponent.

CHUN-LI
ZANGIEF
3 HIT

C-C-C-COMBO BREAKER!

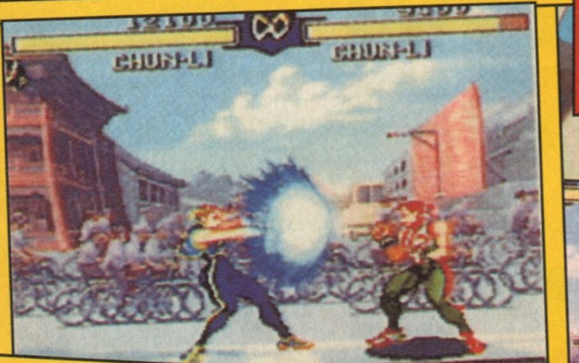
Another new feature is the ability to counter an opponent's assault by performing a breaker move (similar to Killer Instinct) just as they're about to launch an ass-kicking attack. Not only does this save a huge amount of your energy, it eats into his and leaves him at your mercy. Just make sure you get your moves in early, or there's every chance you'll end up in the exact same boat.

BIRDIE
BIRDIE

RACE AGAINST THE CLOCK!

On top of the new Super Combos (which first appeared in SF Turbo 2), SFA2 sees the addition of the Original Combo System. This works on the same principle as the Super Combo, with players having to build up their Power Meter first. However, by pressing two punches and a kick, or two kicks and a punch, the screen 'blues-out' and the meter changes from power to time. Now it's a race against the clock to inflict as much damage as possible on your opponent before the time runs out. Be warned: although you hold the upper hand, your opponent isn't totally vulnerable and can jump or sweep your leg if you're not quick enough with your response.

CHUN-LI
ZANGIEF



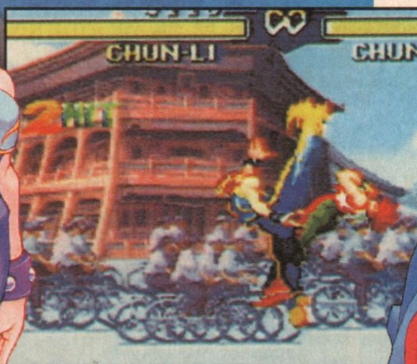
YOU CAN'T HURT ME, MATE!

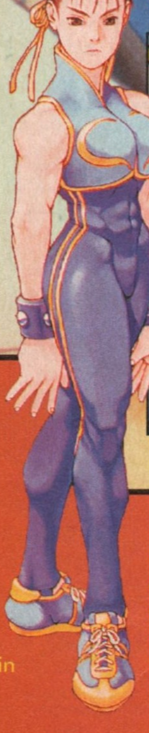
To help inexperienced fighters get to grips with Street Fighter, players are able to select the auto-block option. As the name suggests, this automatically blocks for you whenever you're not attacking. However, temember that as soon as you launch into an attack you're vulnerable, so get used to pressing away every time your counter-move breaks down. By selecting this option, Super Combos are easier to perform.

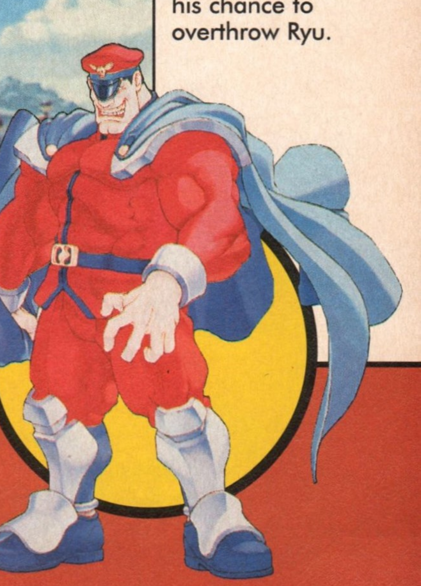
MEASURE OF REVENGE!

Whereas the other SF2's to appear on the Super NES always climaxed with a final battle against Bison, SFA2 is structured differently according to the hero you select. So if you choose Gouki his final encounter would be against Gen. Likewise Chun-Li's ultimate battle is against Bison, and Ken is finally given his chance to overthrow Ryu.

6610
GOUKI
GOUKI







GOUKI

Gouki was born to fight, and he believes he's the toughest warrior ever to walk the planet. He believes that the SF tournament is his only chance of a challenge, and would like nothing more than to beat his old master, Gen.

CHUN-LI

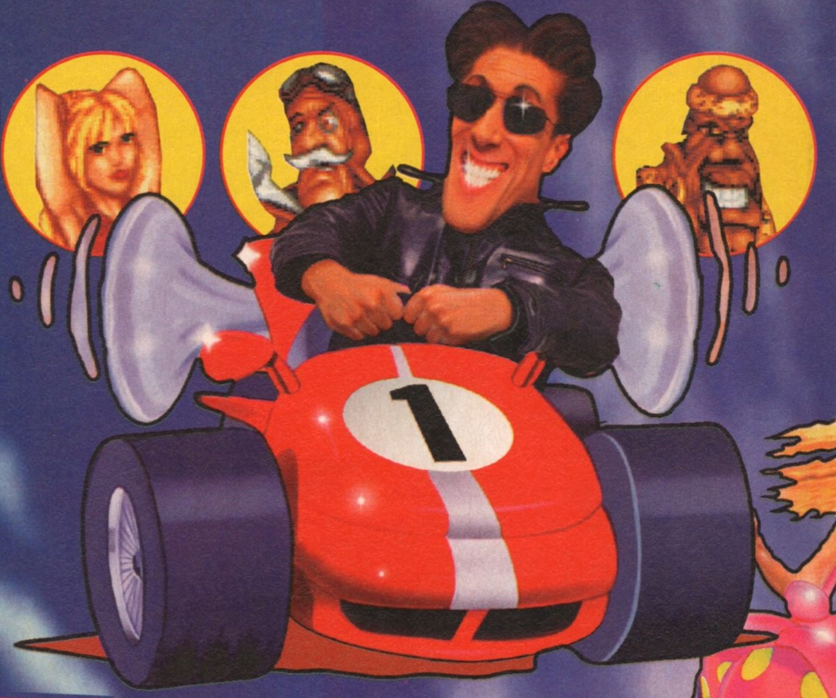
After Bison murdered her father, Chunners vowed to get her revenge and learned her craft fighting on the streets in China. Don't be fooled by her size – she's incredibly tough and the most agile fighter in the tournament.

M. BISON

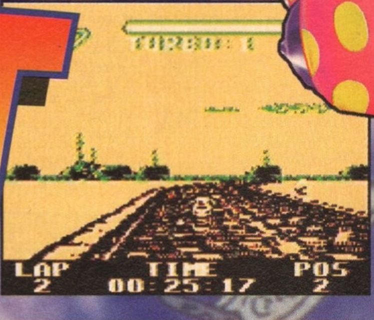
Bison believes his power stems from evil and is the most feared fighter. His most powerful weapon is the ability to use Psycho Energy. Although he's called Bison in the UK, he's known as Vega in Japan (don't ask us why!).

We first featured this game way back in NMS #37, and some of you may be wondering why it still hasn't been released. Well, several adjustments have been made, and only now is it ready to see the light of day. For the full low-down read on, racing fans...

Street Racer was a huge hit when it was released on the Super NES in 1994, scoring a whopping 92% in NMS #26. It was considered the only rival (if somewhat too similar) to Super Mario Kart, and even today these two racing games have yet to be surpassed in the driving stakes. It's a very different story on the Game Boy, however, for which very few top racing titles have ever appeared – in fact, the only decent ones I can think of are good ol' RC Pro-Am (and that was released way back in the late 80s) and Micro Machines. However, it looks like Game Boy speed freaks will finally have something new to shout about, as UBI Soft presents you with the race of your life!



STREET RACER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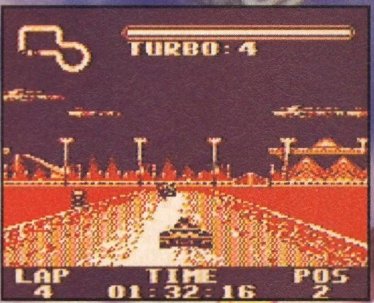
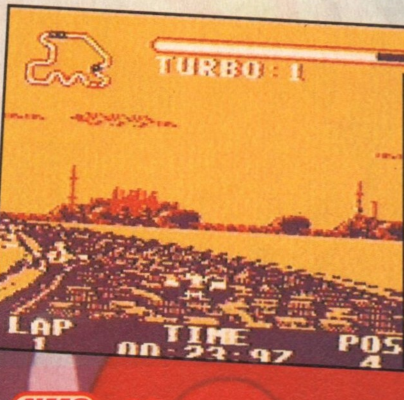
LAP 2
TIME 00:25:17
POS 2


TURBO: 4
LAP 4
TIME 01:32:16
POS 2

IT'S TIME TO TAKE TO THE TRACK 'C
ALL THE EXCITEMENT OF THE SUPER

A DAY AT THE RACES!

Possibly the biggest surprise is that all the tracks, cups and ker-razy characters from the Super NES version appear on the Game Boy. There are three cups up for grabs in Championship mode – Bronze, Silver and Gold. Players can also customise a cup and select their favourite tracks to race. For those that need to display their L-plates slightly longer, they can use Practice mode or choose a two-player Head-to-Head race, although there are no prizes for your final position, only winners and losers.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LAP 1
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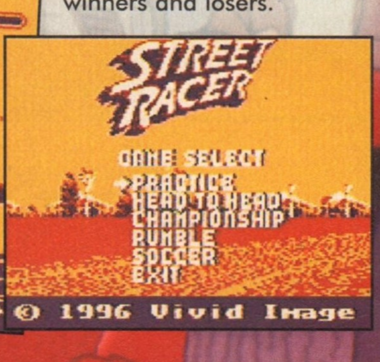
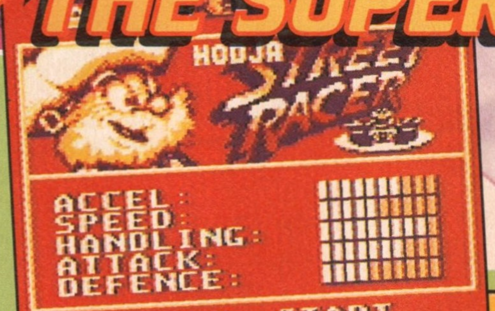
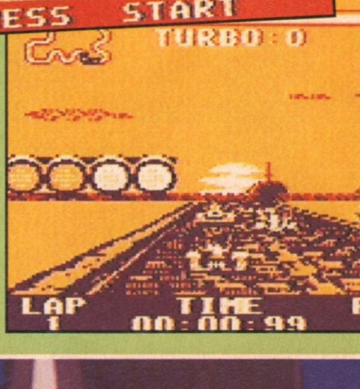
POS 4


STREET RACER
GAME SELECT
PRACTICE
HEAD TO HEAD
CHAMPIONSHIP
RUMBLE
SOCCER
EXIT
© 1996 Vivid Image

HIT THE ROAD, JACK!

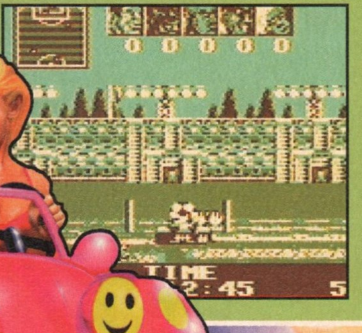
Okay, you've started your engines, all you need now is a driver to steer you to victory! Eight racers from around the world have entered the fray in an attempt to be crowned overall champion. All the competitors have their own special tracks, which have been individually designed to cater for their individual strengths, and their own unique vehicles which boast a variety of special moves. You must remember that some of these attacks are limited to three uses per race, so make sure you employ them wisely!


HODJA
STREET RACER
ACCEL:
SPEED:
HANDLING:
ATTACK:
DEFENCE:
PRESS START


TURBO: 0
LAP 1
TIME 00:00:99

USE YOUR BOOT!

Fancy taking a break from all this racing palaver? Well, with Street Racer you can, 'cos also incorporated into the game are a couple of rather unique game options. The first is Soccer, a bizarre footy match played on an enclosed pitch. It's every man or woman for themselves, as each competitor tries to scoop up the ball and drive towards the goal. However, every time you're hit the ball comes loose, so try to get rid of it as soon as the opposition get too close.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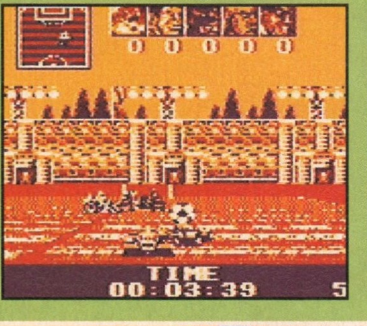
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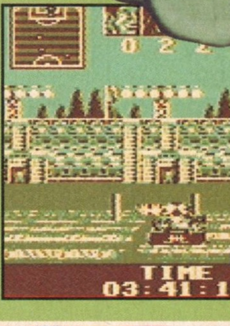
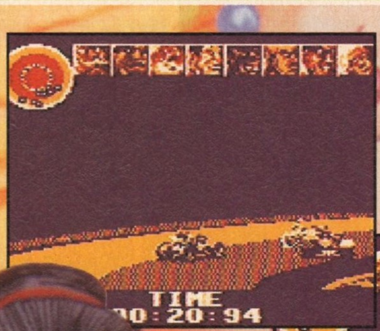
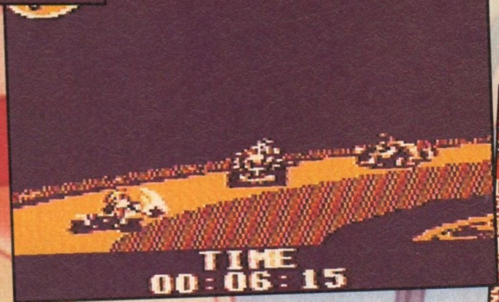
5

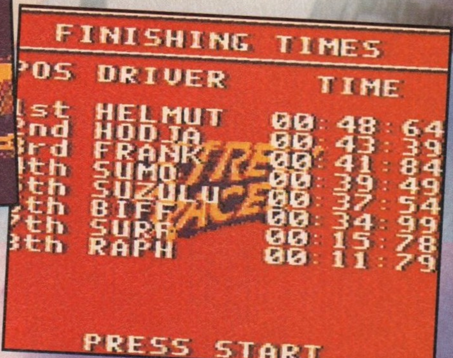

0 2 2 2 2
TIME
03:41:1

DRIVIN' MISS CRAZY!

The second option is called Rumble, and as the title suggests this is a free-for-all battle. The object of the game is simply to ram your opponents off the track using any means possible. Driving into the side or back of them isn't always enough, so take advantage of the characters' special attacks. There are three levels of play: Arena has a wall surrounding the play area which disintegrates after a couple of hits; Barrier has huge holes strategically placed on the field; and No Barrier should only be attempted by players who suffer from road rage!




TIME
00:06:15

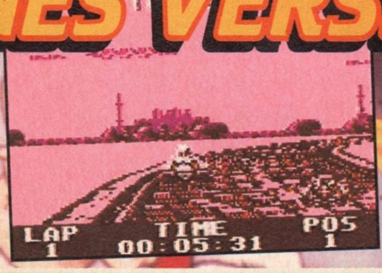


FINISHING TIMES

POS	DRIVER	TIME
1st	HELMUT	00:48:64
2nd	HODJA	00:43:39
3rd	FRANK	00:41:84
4th	SUMO	00:39:49
5th	SUZULU	00:37:54
6th	BIFF	00:34:99
7th	SURF	00:15:78
8th	RAPH	00:11:79

PRESS START

OS STREET RACER'S BACK!!
NES VERSION COMES TO GAME BOY!!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TIME
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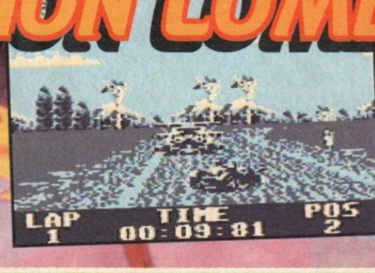
POS
1


LAP
1
TIME
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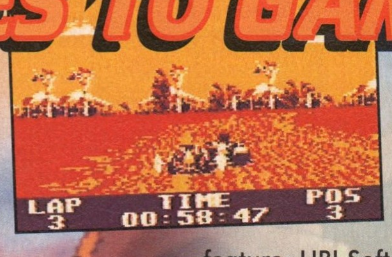
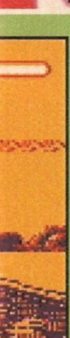
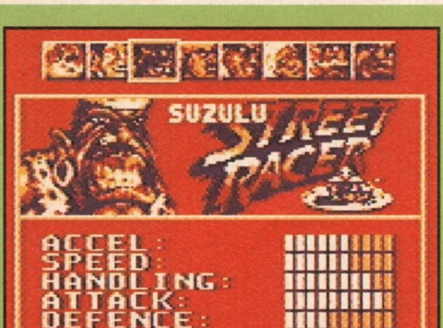
POS
2


LAP
3
TIME
00:58:47
POS
3

WOT NO LINK-UP!?

The only disappointing news is that the Super NES game's four-player option has been removed. As you may have read in our Work In Progress feature, UBI Soft were hoping to incorporate a link-up. Unfortunately, they soon realised that by adding it, the main one-player game would have to be significantly changed and many of the options dropped. Bearing in mind very few gamers ever use the link-up features, it was probably a wise decision.



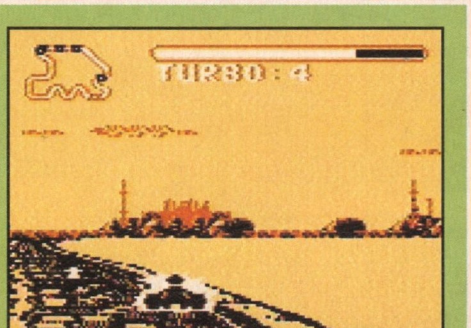


SUZULU

STREET RACER

ACCEL:
SPEED:
HANDLING:
ATTACK:
DEFENCE:

PRESS START


TURBO:4
LAP
5
TIME
01:42:03
POS
4

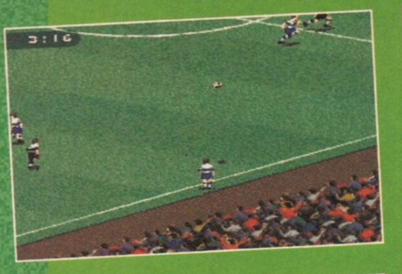
GAME DATA

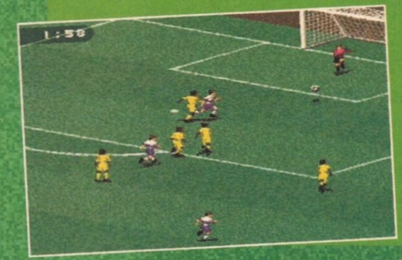
- GAME: STREET RACER
- BY: UBI SOFT
- RELEASE: NOVEMBER
- GAME TYPE: RACING GAME
- PLAYERS: 1 PLAYER
- CART SIZE: 1 MEG

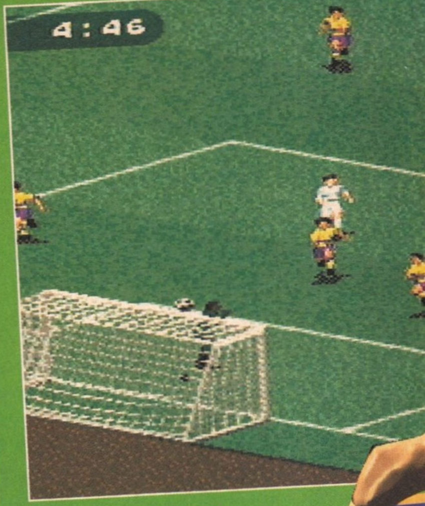
STREET RACER
PRESS START
© 1996 Vivid Image

Following FIFA Soccer's very average debut on Super NES, EA got back on track with the most excellent '96 edition. And here's some good news for all you footy fans waiting for something new: FIFA's back – and boy oh boy, does it look hot.

When all's said and done, there's only ever been two football games worth playing on the Super NES, namely EA's FIFA Soccer and Konami's International Superstar Soccer. There have been many attempts to better them – Striker put in a quick burst early on, but soon fell by the wayside – but all have failed. Even so, there are still arguments raging as to which is the superior of the two: the slick, graphically stunning FIFA or the visually rougher but more playable ISS. But now, with Konami putting all its footballing eggs in the N64 basket, here's the perfect opportunity for EA to firmly establish itself as the Premier League champion. And with FIFA '97, they just might pull it off...



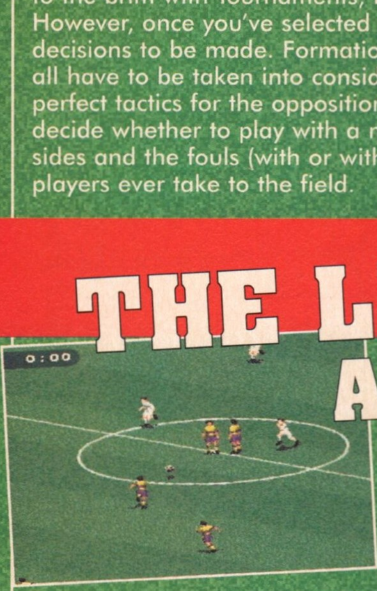


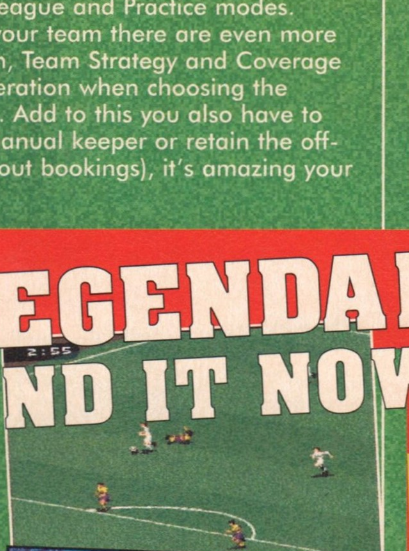


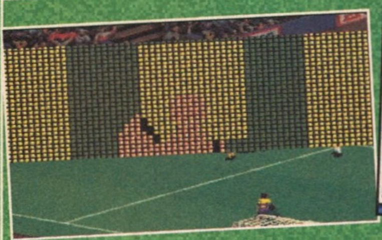
TIP FOR THE TOP!

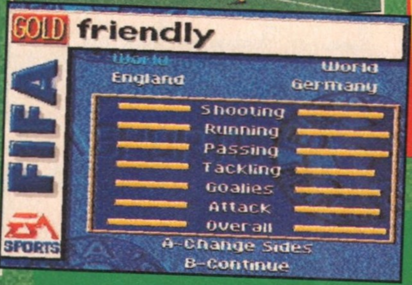
I'm not going to waste a whole box telling you about all the gameplay options 'cos by now you should know that FIFA is full to the brim with Tournaments, League and Practice modes. However, once you've selected your team there are even more decisions to be made. Formation, Team Strategy and Coverage all have to be taken into consideration when choosing the perfect tactics for the opposition. Add to this you also have to decide whether to play with a manual keeper or retain the off-sides and the fouls (with or without bookings), it's amazing your players ever take to the field.

THE LEGENDARY FIFA SOCCER
AND IT NOW COMES WITH AN I



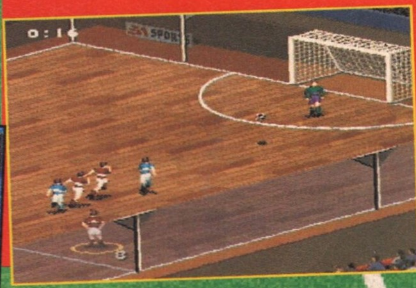


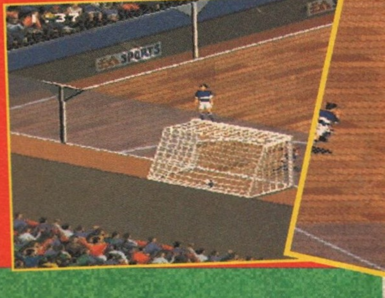


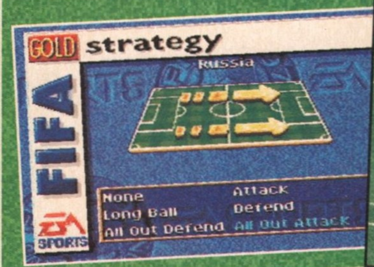


GOLD friendly

World World
England Germany
Shooting
Running
Passing
Tackling
Goalies
Attack
Overall
A-Change Sides
B-Continue



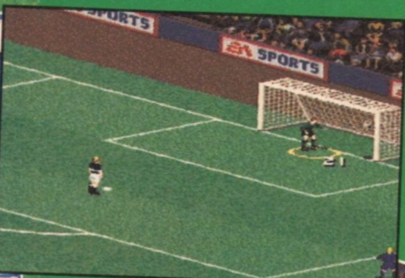




GOLD strategy

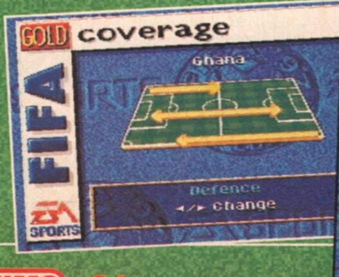
Russia

None Attack
Long Ball Defend
All Out Defend All Out Attack



TEAM ME UP, SCOTTY!

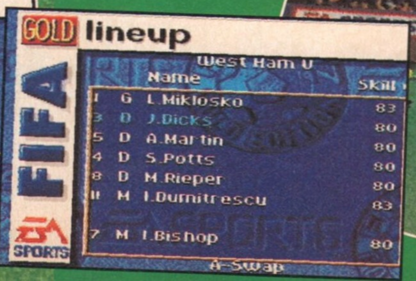
Once again EA have provided more teams than you could ever possibly imagine, with both International and League on offer. Undoubtedly the most pleasing aspect is that not only can you choose a Premier team of your choice (unfortunately the teams that were promoted this year are not featured, but how many Leicester fans are there anyway?), but it also includes all the squad players. As usual, all the individuals are rated, with the highest scoring for each position automatically placed in the starting eleven. However, if you don't like them or you get picky 'cos they've left the club, you can substitute them for one of the remaining five players.



GOLD coverage

Ghana

Defence
◂▸ Change



GOLD lineup

West Ham U

Name Skill
1 G L.Miklosko 83
3 D J.Dicks 80
5 D A.Martin 80
4 D S.Potts 80
8 D M.Rieper 80
11 M I.Dumitrescu 83
7 M I.Bishop 80
A-Swap

GAME DATA

- GAME: FIFA '97 GOLD EDITION
- BY: ELECTRONIC ARTS
- SYSTEM: SUPER NES
- CART SIZE: 16 MEG
- PLAYERS: 1-2 PLAYERS
- RELEASE DATE: NOVEMBER

FIFA 97
gold edition
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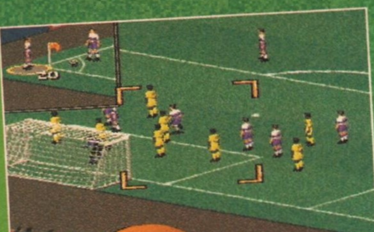
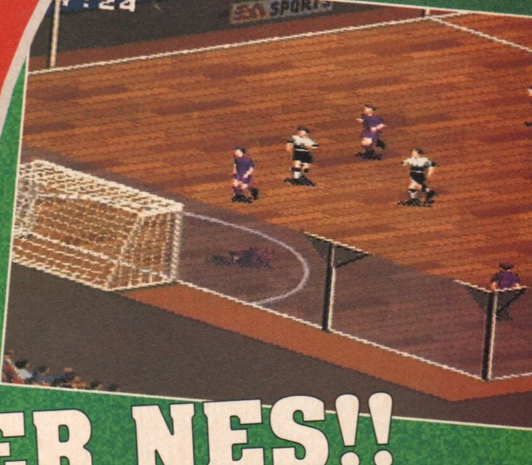
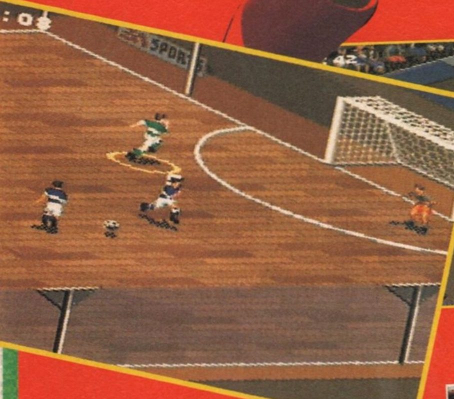


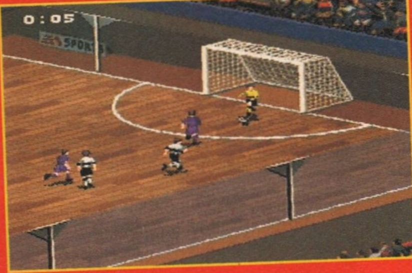


RETURNS TO THE SUPER NES!!
NDOOR 6-A-SIDE TOURNAMENT!!

OH, I SAY!

Once again, EA have teamed up with John Motson (he of Match Of The Day fame and hugely biased Manchester United fan) to produce all of the speech featured in the game. Unlike some football games which play with a running commentary, John merely pops up to state the obvious, letting us know important facts like when there's a corner, a throw-in or an all-important "Goooaal!".





STEP UP THE PACE!

Probably the biggest difference between this and other FIFAs is the speed. We've already mentioned how fast the indoor game is, but the standard 11-a-side has also increased in speed. The play control also feels much looser, making it far easier to control the players once they're in possession. This makes quite a big difference to the gameplay, so in effect it's almost like playing a brand new football game instead of simply getting to grips with another FIFA instalment.

SIX OF THE BEST!

A brand new feature is the introduction of the indoor match. Teams of 6-a-side battle it out on a wooden pitch surrounded by a glass border. The action comes thick and fast, with only a brief let-up in the excitement when the keeper manages to hold onto the ball. The rules are slightly different to a normal 11-a-side game; the players aren't allowed to enter the box (or D), nor are they permitted to kick the ball above head height. Although you can't tell from these screenshots, this is the fastest, most manic football option we've ever seen on the Super NES.

NMS ON THE ROAD

Right! Look out world, for it's the turn of I, Phil Dawson AKA The Cosmic Cracker, to venture forth onto the streets of Britain and meet our loyal Nintendo readers! My destination was Maidstone, the jewel of Kent; my mission to dispense happiness and Nintendo goodies, provided courtesy of our mates at THE Games.

Upon my arrival at Maidstone East I suddenly realised that I'd been here before... Ah yes, I remember now – many years ago I travelled down here to visit Motor Mouth at the TVS studios! Andy Crane and Gabby Roslin showed me and my friend around the studios and gave us a few goodies. Oh, there's no business like show business, y'know. But enough reminiscing, on with the tour!

NMS UK TOUR 96

GAWD 'ELP US!

Lock up yer joypads! This month, for a special treat, the Cracker visited the ancient Kent town of Maidstone!

ELECTRONIC BOUTIQUE
CHEQUERS CENTRE

Due to the distinct lack of software shops in Maidstone, EB was my first and, er, only stop in this town. Mark Landridge (Store Manager) and Tom Hardboard (Sales Assistant) have the joyous task of keeping the shop spick-and-span for their loyal customers. Both agreed that Yoshi's Island is probably the best-selling Super NES game at the moment, closely followed by Donkey Kong Country 2. Mark is a huge Zelda fan – after Mario Kart it's his all-time favourite Super NES game. Tom meanwhile is a beat-'em-up freak, but he's also partial to the odd spot of Mario Kart. Both are really looking forward to the N64's release, especially after Tom was lucky enough to have a go on the new wonder machine, "Super Mario 64 is the greatest game ever" he enthused – for which I gave him a trendy Killer Instinct T-shirt.

So, time to meet and greet my legions of adoring fans. From the humid comfort of a camouflaged hide situated near EB's Nintendo software shelves, I got ready to pounce on some unsuspecting punters...

EB'S TOP 5 BARGAINS!

(1) ZOOP	£9.99
(2) ZELDA	£19.99
(3) SUPER MARIO	£19.99
(4) PILOTWINGS	£24.99
(5) TOY STORY	£31.99

(in exchange for three Super NES titles)

MAIDSTONE

The first reader to spot me was 19-year-old Stuart Butler, who was accompanied by his lovely girlfriend Lesley Waters. "Stuart's been looking for you all day! Thank God we found you!" Lesley told me. Stuart can't wait for the N64 and is going to buy one as soon as possible. His favourite games are Super Mario, DKC2 and Mario Kart – so no doubt he'll be looking forward to Super Mario Kart R when it's released. Stuart and Lesley gained a Killer Instinct T-shirt for their troubles and a copy of Konami's brilliant Pop n' TwinBee.

I nabbed Colin North, 13, as he avidly searched through the Super NES games with his big brother Lee. Colin is a big fan of the Donkey Kong series and can't wait to get his hands on the up-and-coming Dixie Kong's Double Trouble this Xmas. Colin has also started saving for an N64 and is looking forward to playing Super Mario 64 and Pilotwings 64. Colin's current faves are Yoshi's Island, Earthworm Jim and the FIFA Soccer series. Colin was such a nice lad, I gave him a copy of Winter Gold and a KI T-shirt.

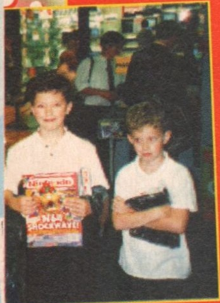
NMS ON THE ROAD

Next up came Anthony Webb, Martin Leech and Paul Cross. "Er..." Anthony whispered, "you're that Nintendo guy aren't you?" All three pals are big fans of the Super NES, although Martin doesn't actually own one – he plays his friend's instead. Anthony's favourite games include Yoshi's Island, Killer Instinct and Mario Kart. He also tells me that the N64 is already on his Christmas list.

Martin is not that bothered about getting an N64 because he can play Anthony's (you should pay half, mate!). Martin loves the Donkey Kong games, and is also partial to the odd quest in Zelda (when he said this I saw Mark's eyes light up).

Paul did actually smile after the picture was taken, especially once I gave him a T-shirt. I also managed to persuade him to tell me what games he likes to play: "Micro Machines is cool and Doom is just awesome!" he says.

I thought I was seeing double when Daniel and Thomas Salmon, 13, entered the shop. These two likely lads were looking to buy a Game Boy and were browsing through the games section when I approached them. Both seem to have exactly the same taste in games although I suppose they would as they're twins. Micro Machines is their favourite game at the moment followed by Street Fighter. They also like Starwing, and can't wait for the N64 version. Both are looking forward to the N64's release and by the looks of things their dad is set to buy them one. They were so nice I gave them a Game Boy game for when they buy a Game Boy. Happy gaming, lads.



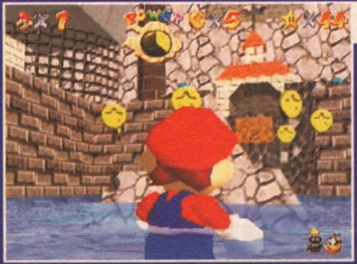
Mike and Joe Tooney dragged their ever-suffering mum along to meet me! As the trio had spent all day trying to find me, they received a T-shirt and a copy of Cybernator cartridge as compensation. Mike, 10, told me that he asked his parents to take him to Japan to buy an N64, but was told to wait until its UK release. Thomas, 7, however, was on his mum's side and said that it would cost far to much money to do a thing like that – what a clever little lad! The boys thoroughly enjoy playing Mario and Mario Kart and can't wait to play the new improved versions on the N64.

David Wilson spotted me and asked a couple of questions about the N64 which I was pleased to answer. David, 15, has already started to save up for his machine and is thinking of selling is Super NES in order to get some more funds. Dave's faves are DKC2, EWJ2 and Mario, and he's also looking forward to the release of DKC3. I gave this guy a T-shirt to cheer him up as he was scared to smile in case his face cracked. (Only joking, Dave!)

Finally, I thought I'd mention this lot. Although they didn't know who I was, they saw that I was handing out free T-shirts and kept pestering me for one. These jokers really were the highlight of my day, as they thought it'd be 'funny' to give me a hard time, the pesky little rats. Well, now I have my revenge! In case their school teachers are reading this, I thought I'd print this photo of them – yes, when they should have been in lessons, they were hassling me! For the record their names were: Gavin McGuane, Mark Williams, 'Plum', Lee Dickson and Leslie Hutchon (isn't Leslie a girl's name?). Ha! That'll teach you to mess with the Master!

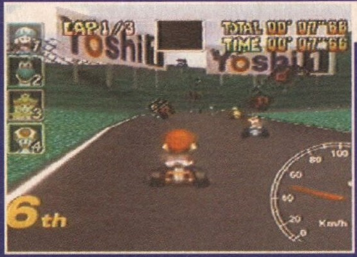
WAITING FOR THE TRAIN...

We asked the gamers of Maidstone which N64 releases they were most looking forward. And do you know what? This is what they replied...



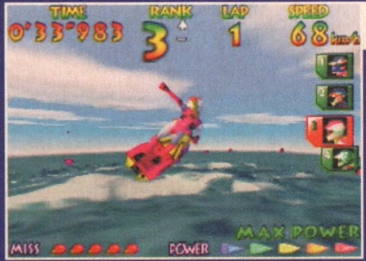
1) SUPER MARIO 64

Well, what a surprise! Mario's amazing 64-bit debut has wowed Nintendo fans across the globe with its innovative game-play and lush graphics. If you're going to get an N64, then you've got to get SM64 too it's a videogaming landmark!



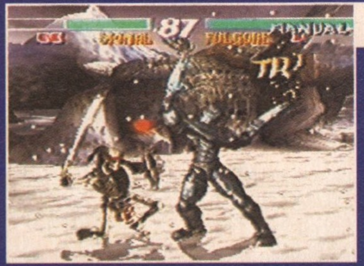
(2) SUPER MARIO KART R

The best racing game ever just got better! SMKR's imminent release in Japan has started a retro-karting frenzy all over the world! Heck, even we've dusted off our old Super NES cart and started playing it again! Look out, this it's going to be BIG!



(3) WAVE RACE 64

This is the first racing game for the N64, and it's tops! Basically it's all about racing jetskis around shark-infested waters while performing 360° spins off trick ramps. For more, see our massive in-depth 64-PLAY in this very issue!



(4) KILLER INSTINCT GOLD

Rare have done it again! KI has been converted from the arcade to your home and in the process it's been made even better! Can you pull of 99-hit combos with a tap of a button? No? Oh well, you'd better buy this and practice then, hadn't you?

(5) ZELDA 64

Link's fifth adventure is rumoured to be the game that'll launch the 64DD 'Bulky Drive'. We don't know about you, but we can't wait to put on our comedy elf shoes once more and run around lobbing boomerangs, throwing rocks and firing arrows.

NEXT STOP: NORWICH

Rejoice Nintendoids of Norwich, for the might of NMS is coming to your fair city on Friday, November 8th! And rejoice doubly, eager East Anglians, 'cos it'll be sexy Shaun making the trip, not foolish Phil! Yes, our long-haired lovely will be sculking about the city's darkened streets, seeking NMS fans to reward with assorted goodies!

NEXT MONTH!
N64 SLINKY THREESOME!!

You want N64? We got N64! Just when you thought the WaveRace 64 excitement might kill you, next month we present no-holds-barred playtests of some of this years most eagerly anticipated titles...

GET OVER HERE!!
Quake in terror before the formidable power of Mortal Kombat Trilogy!

SCRREEECHHH!!
Strap yourself in and prepare for the ride of you life in Cruis'n USA!

AARRRRGGHHH!!
Sleepness nights await with the release of Nintendo's lethally-addictive Tetrisphere!

WINS: 01
81
SUB-ZERO
SMOKE
PUSH START
99
PUSH START
BARAKA
KABAL
WINS: 00
60
RAYDEN

Also in your December Issue of NMS there will be an in-depth interview with the programmers of Capcom's new 3D Street Fighter Gaiden, and a full review of Rare's latest Super NES adventure, Donkey Kong Country 3: Dixie Kong's Double Trouble! Don't miss it – it's gonna be a monster!

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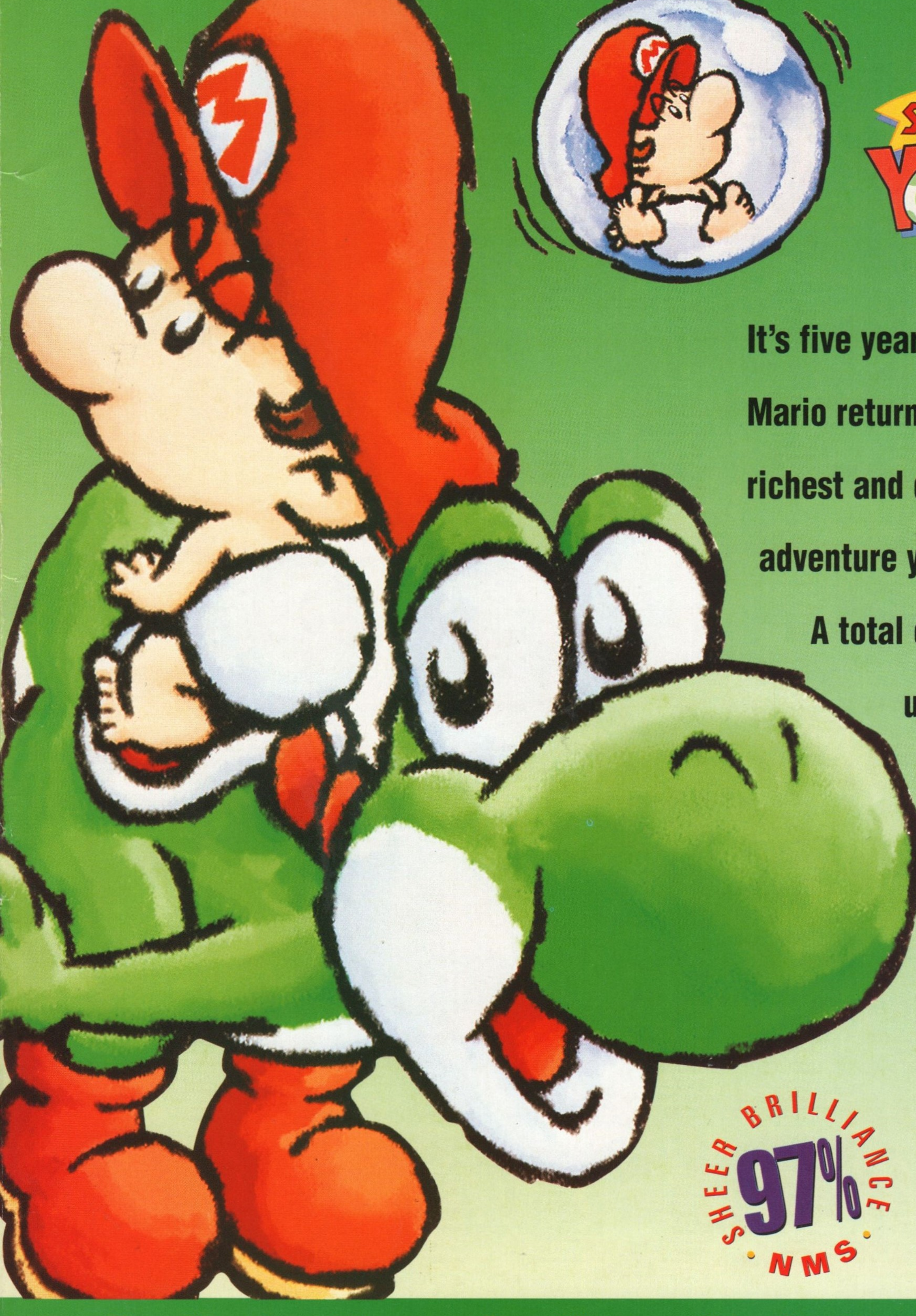
He's the reason you bought your Super NES.



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